近代麻雀コミックス

福本伸行

FUKUMOTO NOBUYUKI

8

天

TEN

TENHOU-DOORI NO KAIDANJI

天和通りの快男児

Kindai Mahjong Comics

THE NICE GUY ON THE PATH OF TENHOU

竹書房

TAKE SHOBO

GATHERED HERE TO FIGHT IN THE EAST-WEST SHOWDOWN

TEN
THE MAN WHO HOLDS EAST TOGETHER. A STRONG PLAYER WITH A HIGH DEGREE OF SKILL AT MAHJONG
GINJI
THE MASTER OF GANPAI. HE HAS REACHED THE REALM OF BEING A MASTER CRAFTSMAN OF IT.
WILL THE WINNER BE EAST.....
AKAGI
AN UNSURPASSED GENIUS THAT COMES ALONG ONCE IN A HUNDRED YEARS, WITH ENDLESS LEGENDS TOLD OF HIM.
HIROYUKI
THOUGH LACKING COURAGE, A SUPERB PLAYER WITH A FINE TOUCH.
EAST-WEST SHOWDOWN RULES
● MANGAN RESTRICTION
WINS OF LESS THAN MANGAN DON'T COUNT FOR POINTS.
● UNLIMITED TIME
HAN-CHANS CONTINUE UNTIL PLAYERS ARE OUT OF POINTS.
● LAW OF POINT DECREASE
WINS DO NOT ADD TO POINTS, PLAYERS ONLY LOSE POINTS.
● TEN-TURN SHIFTS
TAG-TEAM STYLE GAME WHERE PLAYERS SWITCH EVERY TEN DISCARDS.

THE BEST AND STRONGEST MEN IN THE NATION!!

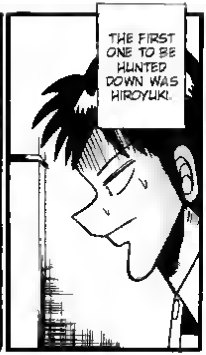
FINALLY, THE SHOWDOWN OF THE EAST-WEST BATTLE FOUGHT BETWEEN FOURTEEN OF THE MOST WELL-KNOWN PLAYERS IN THE COUNTRY. THESE CHOSEN EIGHT COMPETE UNDER THE UNUSUAL RULES OF THE SHOWDOWN AS LISTED BELOW.

HARADA
THE LEADER OF WEST, WHO PLANS TO TAKE OVER THE ENTIRE COUNTRY. THE CURRENT STRONGEST.
MITSUI
A PLAYER WHOSE NAME GOT PASSED ALONG TO WEST. HE MANAGED TO ADVANCE TO THE SHOWDOWN ROUND.
OR WILL IT BE WEST.....!?
AKUTSU
RENOWNED IN SANIN, HE IS PRESENTLY BUILDING UP HIS STATUS.
SOGA
REIGNED OVER THE UNDERWORD FOR A LONG TIME. THE MONSTER WHO CONTROLS THE DARKNESS OF MAHJONG.

CHAPTER 66
AWAKENING

THE SHOW-DOWN OF THE EAST-WEST BATTLE.

HIROYUKI HAD 7000 POINTS LEFT...
IF HE DEALT INTO A MANGAN OR GREATER HAND, IT WOULD ALL BE OVER


THE FIRST ONE TO BE HUNTED DOWN WAS HIROYUKI.

IN THIS FIERCE BATTLE BETWEEN EIGHT OF THE UNDERWORLD'S PRO PLAYERS

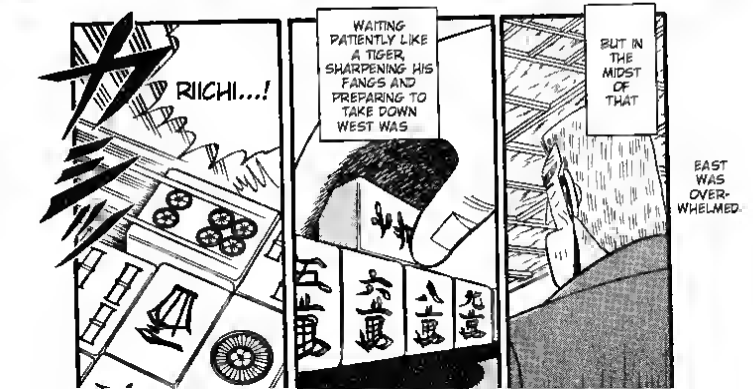
IN FACT, THESE TWO WERE NOW OUT OF THE RUNNING.
IT DELAYED NOT ONLY HIROYUKI'S HAND, BUT ALSO THAT OF AKAGI WHO HE WAS TEAMED UP WITH.
.....

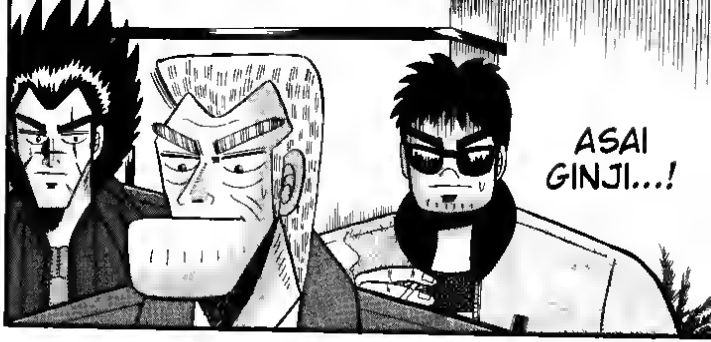
WHILE PULLING OFF TO THE SIDE FOR A BREAK

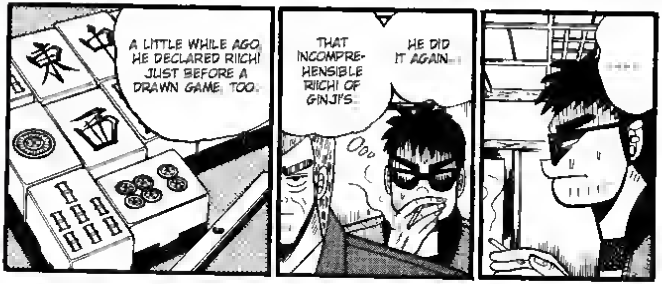
HE TIGHT-ENED HIS DEFEN-SES
BRACING HIMSELF AGAINST THE EDGE OF THE RING, HIROYUKI TRIED TO PLAY IT SAFE.

THEY CHASED AFTER THEM WITH BOLD M NG N HANDS...!
FEARLESS
TEN AND GINJI WERE THE ONLY ONES THEY AIMED FOR
WEST ATTACKED
SEEING THIS OPPORTUNITY

ABOUT HALF AN HOUR P SSED LIKE THAT
WEST PUSHED EAST EVADED
EAST AVOIDED THAT SORT OF THING FROM WEST, DOING THEIR BEST FOR QUICK WINS

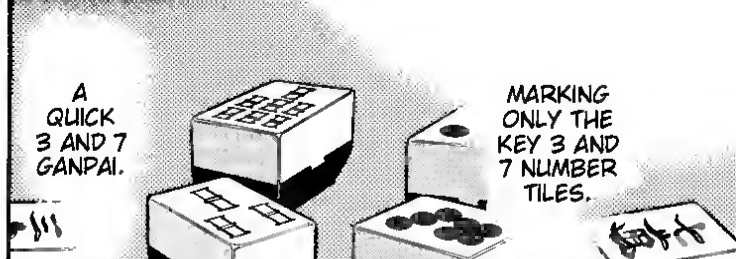

RIICHI...!
WAITING PATIENTLY LIKE A TIGER, SHARPENING HIS FANGS AND PREPARING TO TAKE DOWN WEST WAS
BUT IN THE MIDST OF THAT
EAST WAS OVER-WHELMED


ASAI GINJI...!


A LITTLE WHILE AGO, HE DECLARED RICHI JUST BEFORE A DRAWN GAME, TOO.
THAT INCOMPREHENSIBLE RICHI OF GINJI'S...
HE DID IT AGAIN...
Ooo

WHEN YOU THINK ABOUT IT THAT WAY, DECLARING RICHI CAN SEEM LIKE A USEFUL IDEA.
BECAUSE YOU ONLY LOSE POINTS WHEN A HAND IS MANGAN OR MORE, WHEN THE GAME IS DRAWN, THE RICHI POINT STICK GETS RETURNED.
NO MATTER HOW CHEAP THE HAND, WHEN YOU THINK ABOUT THE CHANCE AT RICHI, IPPATSU, AND THE URA-DORA, IT'S POSSIBLE TO GET TO A MANGAN HAND.
— BUT— THAT BY ITSELF, WELL, IT'S OKAY.....
IN FACT, IT'S A GOOD ATTEMPT, TOO
Ooo
BUT...
WEST BEING THE DEALER RIGHT NOW, IF HE TSUMOS, THE 3 TO 1 PAYMENT RATIO HURTS A LOT MORE.

WHY DID HE KEEP THE WAIT ON THE 3-SOU OR 2-SOU...?
THE PROBLEM IS THAT WAIT
SO THEN WHY...?
A WAIT ON 5 6 OR 8-PIN WOULD HAVE BEEN POSSIBLE
IF HE'D KEPT THE TILE HE DECALRED RICHI WITH, THE 6-PIN
WHEN GINJI TAKES A STRANGE WAIT LIKE THIS...
ALWAYS
WHAT I HAVE NOTICED IS
BUT
IT'S LIKE THERE'S SOMETHING ABOUT THE FLOW OF THE TILES THAT ONLY THE PERSON PLAYING CAN FEEL
I'D THINK A THREE-SIDED WAIT WOULD BE BETTER THAN A TWO-SIDED ONE
ASA! GINJI'S SECRET TECHNIQUE
I HEARD ABOUT IT!
FOR HIS 3 OR 7.
GINJI'S ALL TOO WELL-KNOWN
THIS TIME IT'S A 2 OR 3 WAIT.
IT INVOLVES A 3 OR 7.


A QUICK 3 AND 7 GANPAI.
MARKING ONLY THE KEY 3 AND 7 NUMBER TILES.

THAT HE'S AIMING FOR A 3 OR A 7
WHEN I WATCH, I GET A STRONG FEELING
IS HE ALREADY USING THAT TRICK NOW?
GINJI'S FAVORITE TRICK.
HIS GANPAI ARE LIMITED TO A FEW USEFUL NUMBERS IN A SHORT-TERM BATTLE

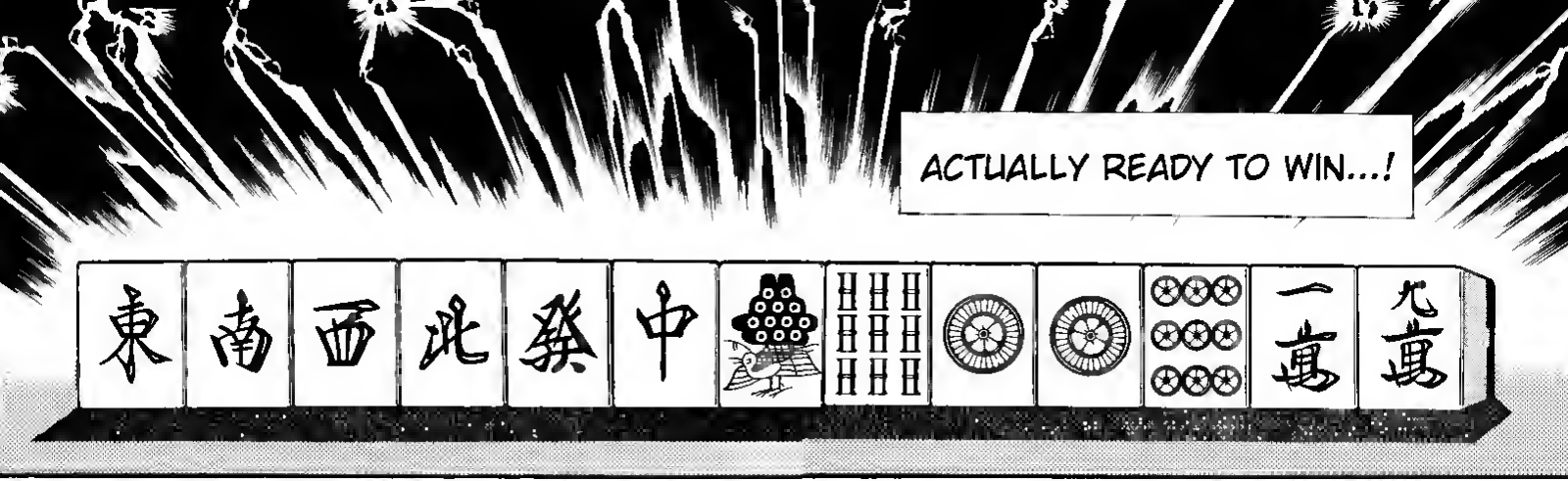
さーわ
IT WAS A DRAW.
THAT 2-SOU OR 3-SOU WAIT DID NOT COME.
BUT
THEN JUST WHAT IS HE DOING.....
I DON'T GET IT .....

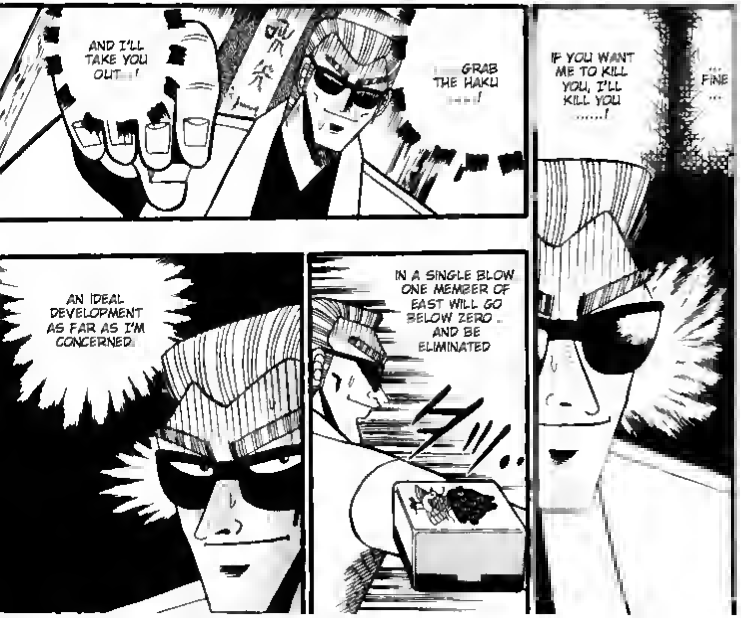
BY AIMING FOR THE 3-SOU, BUT...
OF COURSE IT WOULD MAKE SENSE IF HE'D WON HERE
OKAY...
CAN YOU THROW THIS OUT FOR ME
AND GET ME SOME MORE SMOKES?
KANAMITSU!
RIGHT NOW, THERE WAS ONLY A MERE HINT OF IT...
ASAI GINJI'S GANPAI
IT'S AWAKENING WAS NEAR
BUT
THAT POWER WASN'T BEING USED...

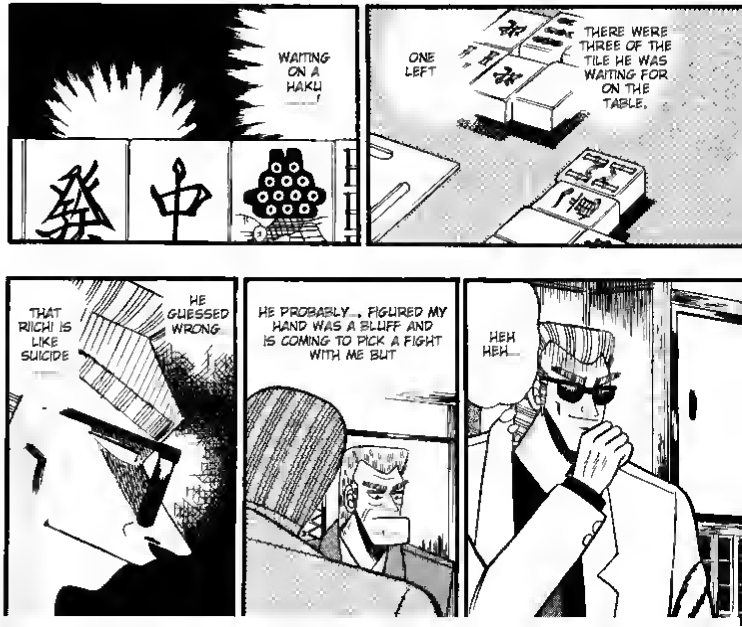
A FEW ROUNDS LATER
FROM THE EARLY STAGES OF THIS ROUND, TENSIONS RAN HIGH.
PEOPLE HAD BEEN WINNING WITH CHEAP HANDS FOR A WHILE, BUT
IT WAS THE EAST 2ND ROUND OF THE 4TH HAN-CHAN.
THE WINDS CHANGED.
HARADA ALSO DISCARDED A SERIES OF THEM.
AKUTSU HAD DISCARDED MIDDLE TILES FOR FOUR TURNS
A SIGN TYPICAL OF A KOKUSHI HAND.
HARADA'S DISCARDS WENT FOR SIX TURNS

COULD IT BE KOKUSHI...?
さわ…
AND THEN AN END TILE
CAME OUT ON THE 7TH TURN.
EVEN WHILE DOUBTING IT, HIROYUKI AVOIDED IT
DROPPING ONE OF HIS PAIR, A MIDDLE TILE.
TO AVOID GIVING ANY HINTS TO EAST
MITSUI MATCHED DISCARDS
IT FELT LIKE EVERYONE WAS FOLDING.
ONLY ONE PERSON WAS FACING HIM HEAD-ON
ASAI GINJI ...!

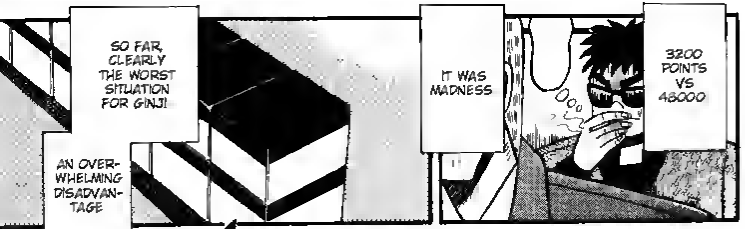
GINJI: TENPAI...!
WHY A SINGLE WAIT ON THE NAN...?
I DON'T UNDERSTAND HIS WAIT THIS TIME
IF THAT'S WHAT IT IS
AT THAT TIME, HARADA'S HAND WAS...!
.....
WHY NOT DISCARD NAN AND GO WITH A WAIT ON 1-4-7.....?
GINJI...!
IF HE DECIDED THE KOKUSHI WAS A BLUFF, HE SHOULD HAVE BEEN ABLE TO RIICHI WITH THE NAN.
RIICHI...!
BUT...
COULD HE TELL HARADA'S HAND WAS A BLUFF?...
AND HE WENT INTO RIICHI AGAINST A KOKUSHI!
.....
IT'S ONLY WORTH 1 FAN POINT.....
THAT'S CRAZY...
HUH ...?
.....

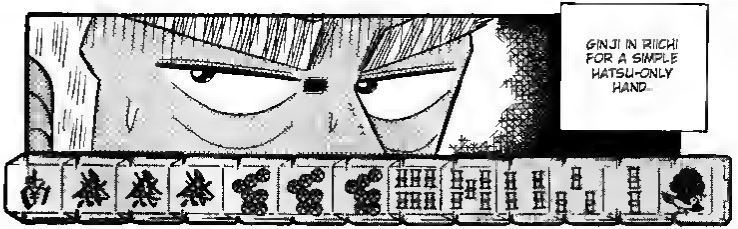

ACTUALLY READY TO WIN...!


AND I'LL TAKE YOU OUT...!
GRAB THE HAKU ...!
IF YOU WANT ME TO KILL YOU, I'LL KILL YOU .....!
... FINE ...
AN IDEAL DEVELOPMENT AS FAR AS I'M CONCERNED.
IN A SINGLE BLOW ONE MEMBER OF EAST WILL GO BELOW ZERO . AND BE ELIMINATED

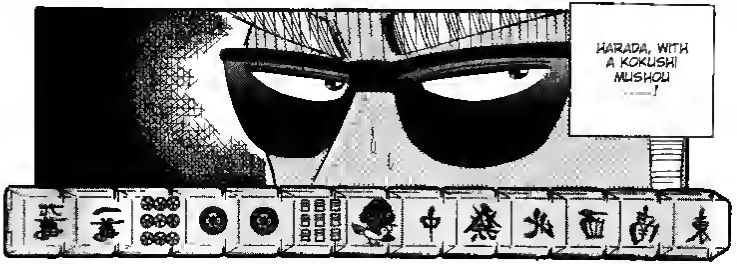

WAITING ON A HAKU!
ONE LEFT
THERE WERE THREE OF THE TILE HE WAS WAITING FOR ON THE TABLE.
THAT RICH! IS LIKE SUICIDE
HE GUESSED WRONG.
HE PROBABLY... FIGURED MY HAND WAS A BLUFF AND IS COMING TO PICK A FIGHT WITH ME BUT
HEH HEH...

ざわ…ざわ…


SO FAR, CLEARLY THE WORST SITUATION FOR GINJI
AN OVER-WHELMING DISADVAN-TAGE
IT WAS MADNESS
3200 POINTS VS 48000


GINJI IN RIICHI FOR A SIMPLE HATSU-ONLY HAND...

TURNED EVERYTHING UPSIDE-DOWN.....!
THAT ACTION
WITH ONE SIMPLE KAN
BUT

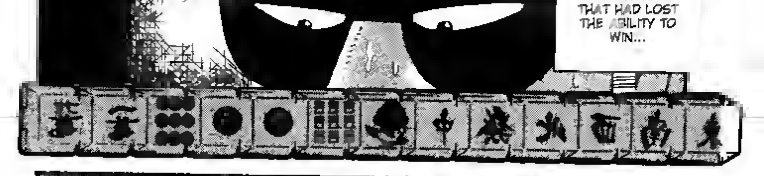

HARADA, WITH A KOKUSHI MUSHOU.....!

WITH THAT KAN, THE NEW DORA INDI-CATOR WAS
KAN...!
HUH ...?
HAKU ...!
WHAAAAAT...!?
WHA...

HAKU ...!
ごぉ
さわ
GINJI'S HAND CHANGED
AND THAT'S NOT ALL...
IN THAT MOMENT HARADA'S CHANCES AT KOKUSHI VANISHED...
THE FOURTH HAKU...
WHAT'S GOING ON?
A MANGAN HAND ...!
RIICHI, HATSU, 3 DORA.
THE CLOSED TRIPLE OF HATSU QUIETLY TURNED INTO DORA...
發
發
發
南

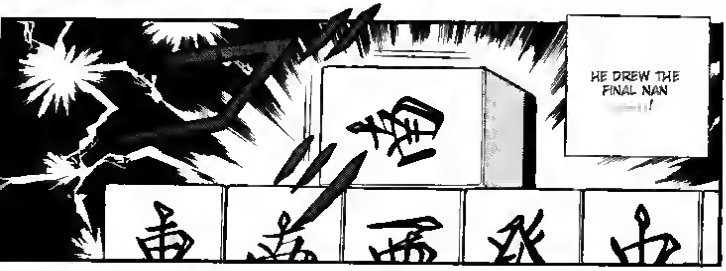
WITH THAT KAN, THEIR SITUATION WAS COMPLETELY REVERSED.....!

ON ONE SIDE, A KOKUSHI HAND THAT HAD LOST THE ABILITY TO WIN...


AND ON THE OTHER, A MANGAN HAND WITH A BUILT-IN 3 DORA...!

AFTER THAT, NATURALLY HARADA FOLDED.
PFT...
.....

WHEN HE RAN OUT OF THOSE
HE PLAYED ALL TILES THAT GINJI HAD DISCARDED EARLIER, BUT

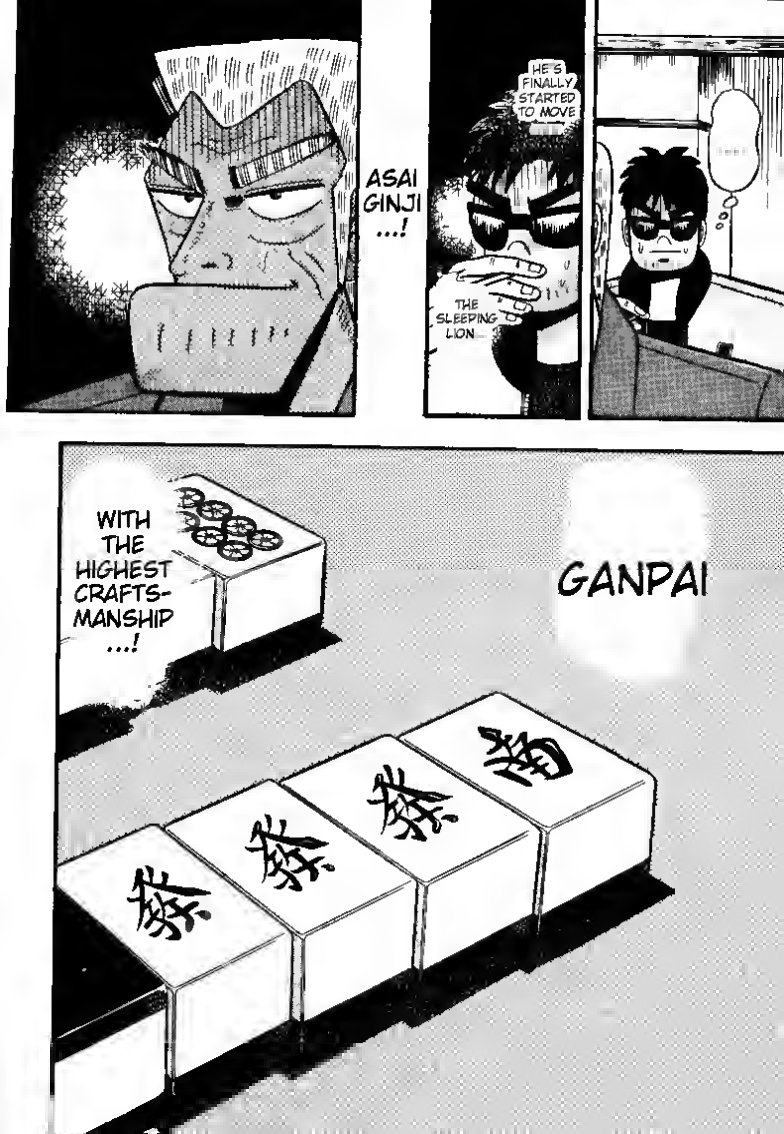

HE DREW THE FINAL NAN [illegible]!

HEH HEH...
HE PLAYED THE NAN.
WITH-OUT A PAUSE
OUT OF THE TILES HE HAD IN HIS HAND, IT WAS THE TILE THAT LOOKED THE SAFEST.

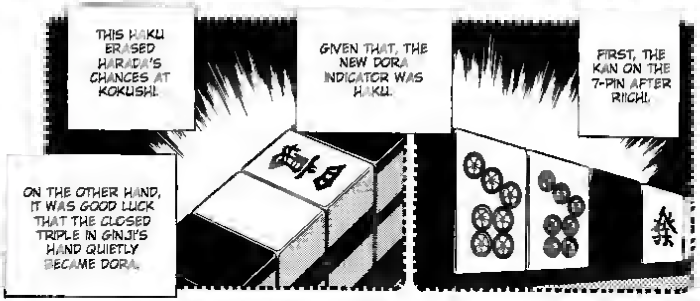
RIICHI, HATSU, 3 DORA.
RON ...!
A SINGLE WAIT ON THE NAN ....?
WHAT ...?
HEH HEH LUCKY FOR YOU, EH HARADA?
IT'S FINISHED AT MANGAN
I DIDN'T GET ANY...
AND THE URA-DORA
AGAINST A KOKUSHI?
THAT SHITTY SINGLE WAIT.....
WHY DID HE KEEP THAT NAN.....?
IT'S UNTHINKABLE .....!
WHA...

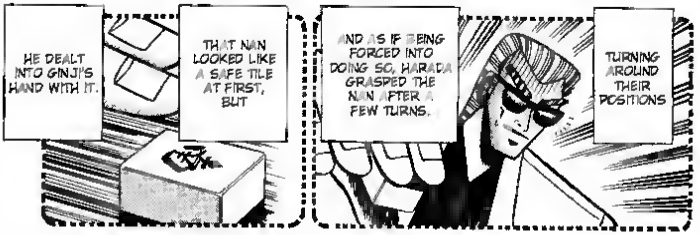
ざわ…
ざわ…
IT'S GANPAI
THAT BASTARD WENT AND DID THAT.
ガシャッ
THIS GUY...
IN THIS GAME...
EVEN IF SOMEONE WAS ALREADY THINKING THAT WAS IT, YOU'D HAVE TO BELIEVE IT NOW
HE DIDN'T TAKE THE 3-SIDED WAIT
KEEPING THE NAN SINGLE WAIT ON PURPOSE
GANPAI!

THE HATSU BECAME THE DORA FOR A MANGAN HAND AFTER RIICHI
WHEN HE DECLARED IT, IT WAS SIMPLY HATSU ONLY...
WHY DID HE RIICHI WITH A HAND LIKE THAT FROM THE START...?
NO, EVEN BEFORE THAT.
IN THE END, ALL YOU CAN THINK IS THAT HE KNEW IT WOULD HAPPEN
IT'S AGAINST ALL COMMON SENSE.....
NOT A HAND YOU'D WANT TO BE FIGHTING WITH KOKUSHI FOR
HARADA WOULD DRAW AND DISCARD THE NAN...
AND THEN THAT A FEW TURNS AFTER THAT
HE KNEW THAT THE HAKU WOULD BE THE NEW DORE INDICATOR
IN SHORT, HE KNEW THAT THE 7-PIN WAS THE TRIGGER THAT WOULD CHANGE THE SITUATION—!
HE KNEW IT WOULD HAPPEN .....!


ASAI GINJI ...!
HE'S FINALLY STARTED TO MOVE
THE SLEEPING LION
WITH THE HIGHEST CRAFTS-MANSHIP ...!
GANPAI

KEPT PILING UP.
THE COINCIDENCES IN GINJI'S VICTORY IN THE LAST ROUND


THIS HAKU ERASED HARADA'S CHANCES AT KOKUSHI.
GIVEN THAT, THE NEW DORA INDICATOR WAS HAKU.
FIRST, THE KAN ON THE 7-PIN AFTER RIICHI.
ON THE OTHER HAND, IT WAS GOOD LUCK THAT THE CLOSED TRIPLE IN GINJI'S HAND QUIETLY BECAME DORA.


HE DEALT INTO GINJI'S HAND WITH IT.
THAT NAN LOOKED LIKE A SAFE TILE AT FIRST, BUT
AND AS IF BEING FORCED INTO DOING SO, HARADA GRASPED THE NAN AFTER A FEW TURNS.
TURNING AROUND THEIR POSITIONS

VALUABLE POINTS THAT HE COULD NEVER INCREASE .....
FROM 23000 TO 15000.
LOSING 8000 POINTS .....
HARADA LOST POINTS DIRECTLY FOR THE FIRST TIME IN THE SHOWDOWN

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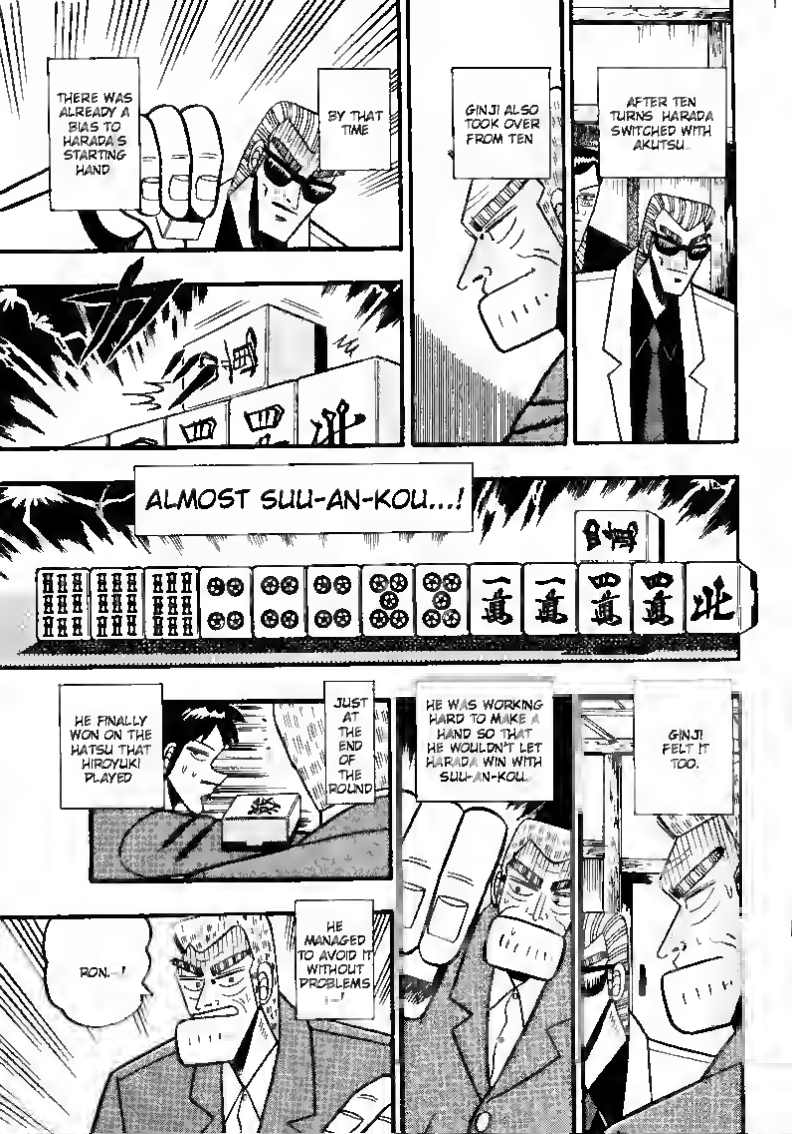
CHAPTER 67
BAMBOO SWORD

.....THAT PIECE OF SHIT.....
IT'S OBVIOUSLY GANPAI...!
GINJI WOULDN'T BE ABLE TO PLAY LIKE THAT.
IF HE DIDN'T KNOW THESE THINGS WOULD COME TOGETHER
WHO'D PUT A GARBAGE HAND UP AGAINST KOKUSHI...?
THE NAN I DREW IN THE FINAL STAGES OF THE ROUND.
南
THE HAKU DORA INDICATOR
THE KAN ON THE 7-PIN
ドバラ

IS A SIMPLE THING TO DO ON ITS OWN
AVOIDING THIS GAMBA!
.....

I'M SURE WE COULD GET BY WITH THAT FOR NOW.
JUST SWITCH THE TILES.

TO BEING ABLE TO SEE RIGHT THROUGH IT...!
IN THE END, FOR THAT TILE CHANGE, AS FAR AS ASAI GINJI'S MARKS GO.....
I HAVE TO GET FROM BEING ABLE TO FIGURE OUT HOW DEEP THOSE MARKS' ABILITIES GO.....
ANOTHER TWO OR THREE ROUNDS AFTER CHANGING THE TILES, IT'LL BE A THREAT AGAIN.
BUT WITHOUT KNOWING WHAT GINJI'S MARKS ARE
WE CAN'T GO CHANGING THEM EVERY TIME.

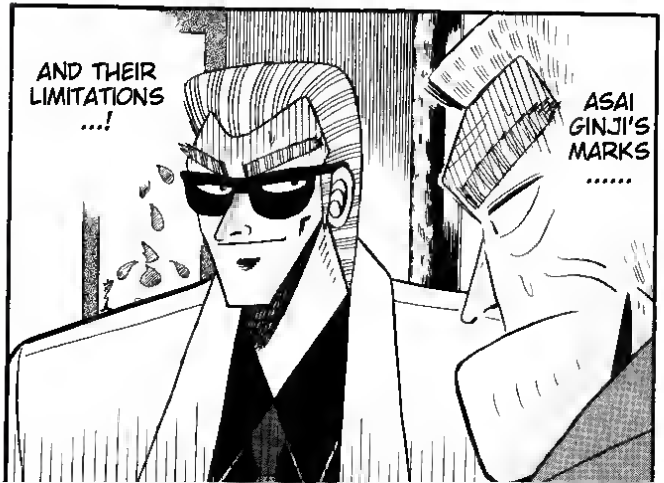

THERE WAS ALREADY A BIAS TO HARADA'S STARTING HAND
BY THAT TIME
GINJI ALSO TOOK OVER FROM TEN
AFTER TEN TURNS HARADA SWITCHED WITH AKUTSU.
ALMOST SUU-AN-KOU...!
HE FINALLY WON ON THE HATSU THAT HIROYUKI PLAYED
JUST AT THE END OF THE ROUND
HE WAS WORKING HARD TO MAKE A HAND SO THAT HE WOULDN'T LET HARADA WIN WITH SUU-AN-KOU.
GINJI FELT IT TOO.
RON...!
HE MANAGED TO AVOID IT WITHOUT PROBLEMS...!

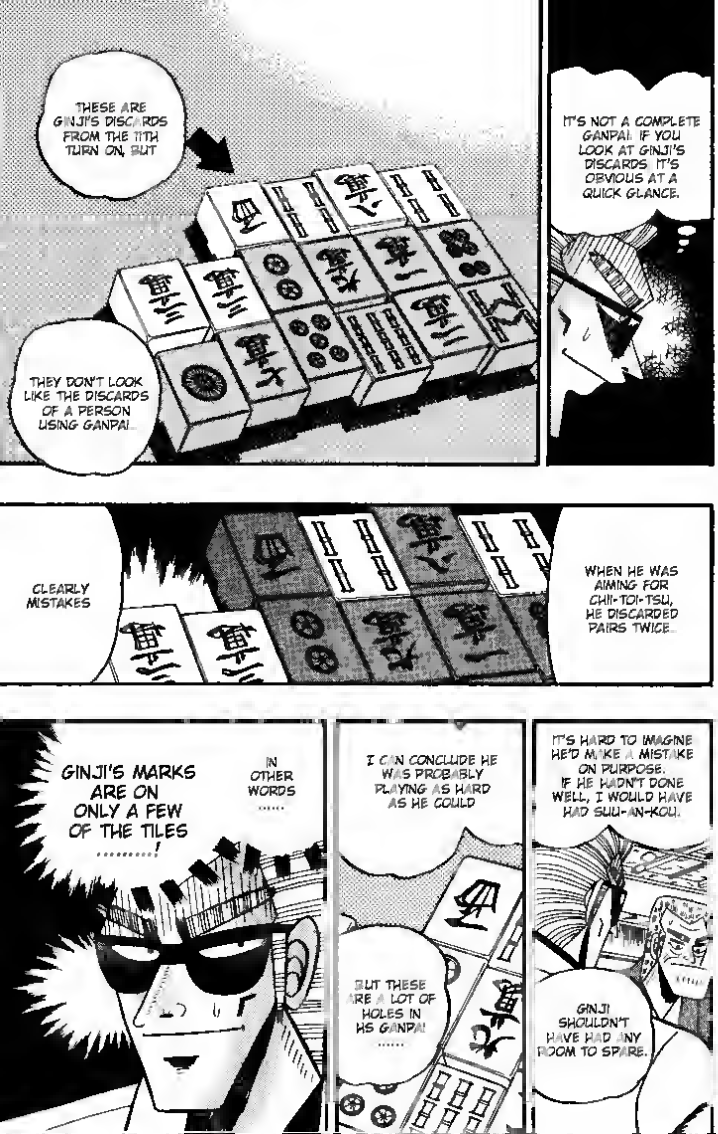
CHII-TOI-TSU...!

THANKS TO HIM REVEALING HIS HAND, I'VE GOTTEN A GLIMPSE AT IT.....!

IT'S TOO BAD I DIDN'T GET TO FINISH IT BUT.....

HE OBVIOUSY ONLY WON TO STOP ME FROM GETTING SUU-AN-KOU..
A 1600-POINT CHII-TOI-TSU


AND THEIR LIMITATIONS ...!
ASAI GINJI'S MARKS .....

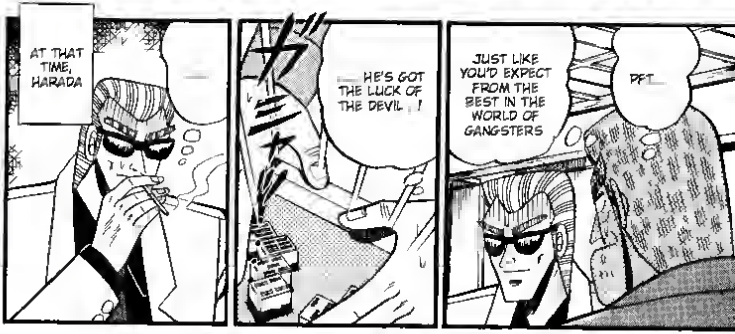

THESE ARE GINJI'S DISCARDS FROM THE 11TH TURN ON, BUT
THEY DON'T LOOK LIKE THE DISCARDS OF A PERSON USING GANPAI...
IT'S NOT A COMPLETE GANPAI. IF YOU LOOK AT GINJI'S DISCARDS, IT'S OBVIOUS AT A QUICK GLANCE.
CLEARLY MISTAKES
WHEN HE WAS AIMING FOR CHII-TOI-TSU, HE DISCARDED PAIRS TWICE...
GINJI'S MARKS ARE ON ONLY A FEW OF THE TILES .....!
IN OTHER WORDS .....
I CAN CONCLUDE HE WAS PROBABLY PLAYING AS HARD AS HE COULD
BUT THESE ARE A LOT OF HOLES IN HIS GANPAI .....
IT'S HARD TO IMAGINE HE'D MAKE A MISTAKE ON PURPOSE. IF HE HADN'T DONE WELL, I WOULD HAVE HAD SUU-AN-KOU.
GINJI SHOULDN'T HAVE HAD ANY ROOM TO SPARE.

THE KEY NUMBER TILES, 3 AND 7, ARE SAID TO BE THE MOST EFFECTIVE.
NORMALLY FOR A LIMITED GANPAI LIKE THIS
SO THEN, WHAT ARE THE TILES HE MARKED?
RATHER THAN TSUMO... IT'S A LOT MORE VALUABLE TO HAVE AN OPPONENT DEAL IN IN THIS SITUATION.
BUT IT'S A BIT DIFFERENT THIS TIME.
IN FACT... LAST TIME THE TILES THAT STANK THE MOST OF GANPAI WERE THE 7-PIN HAKU, AND NAN, AND OUT OF THOSE, TWO WERE END TILES.
IT'D BE MORE TO HIS BENEFIT TO MARK THE END TILES.
IN THIS CASE, IT'S EASIER TO HAVE SOMETHING ON ITS OWN IN THE HAND.
A FEW ROUNDS LATER
MY LOGIC CAN'T BE WRONG...

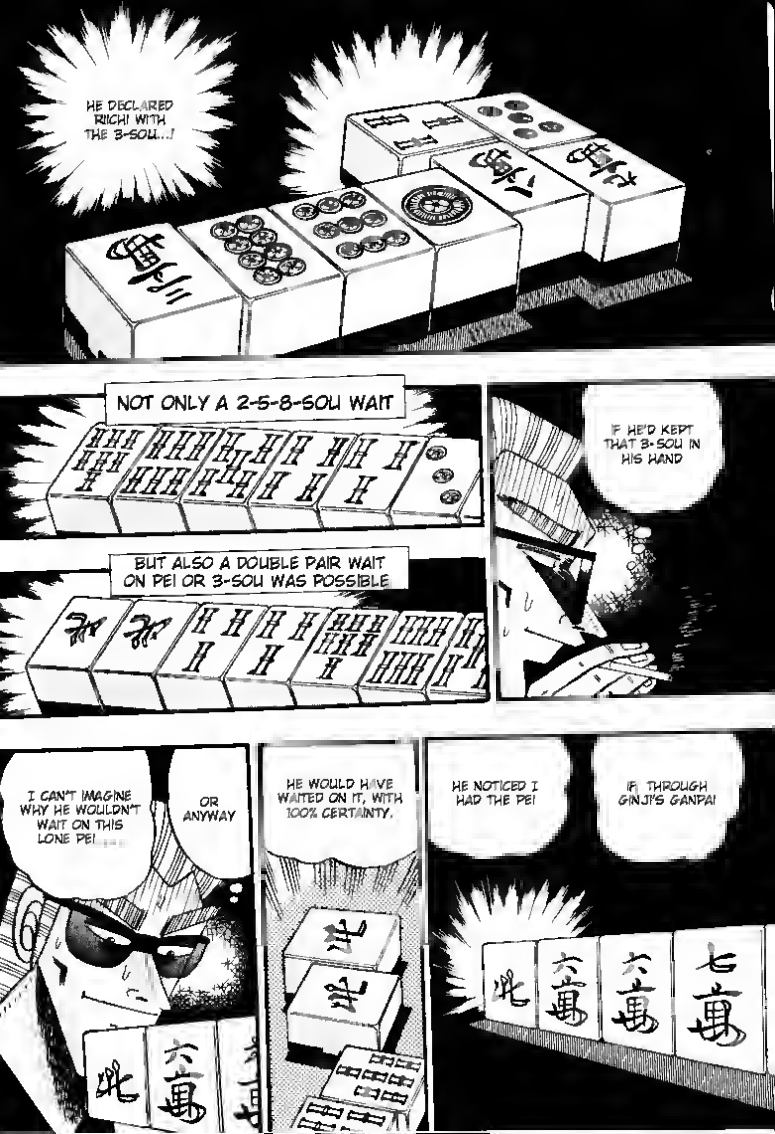
GINJI WENT INTO RICHI
チャラ
RIICHI.
THAT NEXT TURN
HARADA AVOIDED IPPATSU FOR NOW BY PLAYING A TILE THAT GINJI HAD DISCARDED
SOMETHING'S FISHY ABOUT THIS PE!
SO I'LL DISCARD THIS?
THERE SHOULDN'T BE ANY MARKED TILES IN THIS AREA
IT'S LIKE HE'S WAITING ON IT, KNOWING I'D DRAW IT
HUH.?
RON.

RIICHI, II-PEI-KOU 1 DORA .....!
HE DIDN'T GET IT...!
IF I CAN GET EVEN ONE URA-DORA, IT'S MANGAN...!
THAT GOES UP TO 8200...
URGH...
スッ...

ざわざわ…
……

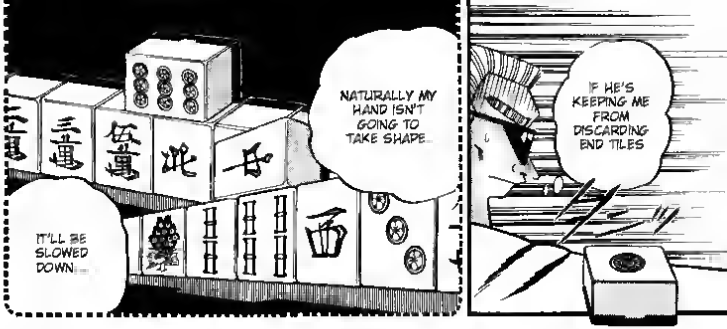

AT THAT TIME, HARADA
…HE'S GOT THE LUCK OF THE DEVIL…!
JUST LIKE YOU'D EXPECT FROM THE BEST IN THE WORLD OF GANGSTERS
PFT…

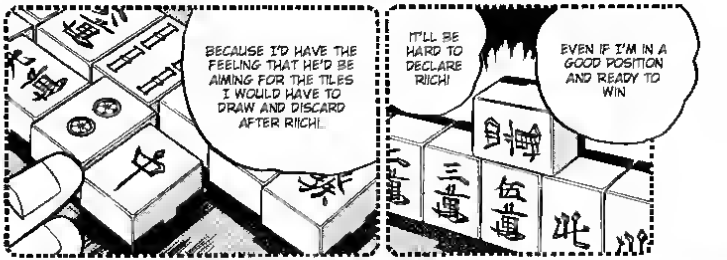
WHY DIDN'T HE WAIT ON THE PEI…?
IN THE NEXT MOMENT, WAS ON THE TRAIL OF THE WEAK POINT IN GINJI'S MARKS
LIKE A SNAKE AFTER ITS PREY…
WHILE RELIEVED HE HAD A NARROW ESCAPE


HE DECLARED RIICHI WITH THE 3-SOU...!
NOT ONLY A 2-5-8-SOU WAIT
BUT ALSO A DOUBLE PAIR WAIT ON PEI OR 3-SOU WAS POSSIBLE
IF HE'D KEPT THAT 3-SOU IN HIS HAND
I CAN'T IMAGINE WHY HE WOULDN'T WAIT ON THIS LONE PEI.....
OR ANYWAY
HE WOULD HAVE WAITED ON IT, WITH 100% CERTAINTY.
HE NOTICED I HAD THE PEI
IF THROUGH GINJI'S GANPA!

THIS PEI
GINJI COULDN'T SEE IT
IN OTHER WORDS
ガニ
IT'S A GANPAI FULL OF HOLES
THERE ARE A LOT OF TILES HE DOESN'T KNOW. AREN'T THERE
IT'S NOT ALL THE END TILES EITHER.
IT'S FULL OF HOLES

UNAWARE, I OVERESTIMATED GINJI'S MARKS...
BECAUSE THE FIRST WIN WAS PRETTY SMOOTH
I COULD HAVE BEEN MISTAKEN ABOUT THIS...
IT'S MORE OF A THREAT...
IT DOESN'T HAVE MUCH POWER AS A WEAPON
I'M SURE GINJI HAS MARKED THEM BUT
TO SLOW DOWN MY HAND...!
IT'S
GINJI'S GOAL ISN'T TO TAKE ME OUT WITH HIS GANPAI...


NATURALLY MY HAND ISN'T GOING TO TAKE SHAPE...
IT'LL BE SLOWED DOWN...
IF HE'S KEEPING ME FROM DISCARDING END TILES


BECAUSE I'D HAVE THE FEELING THAT HE'D BE AIMING FOR THE TILES I WOULD HAVE TO DRAW AND DISCARD AFTER RIICHI...
IT'LL BE HARD TO DECLARE RIICHI
EVEN IF I'M IN A GOOD POSITION AND READY TO WIN

THAT'S HOW HE'S CLOSED IN ON ME...
AND NO IPPATSU EITHER
WHEN THERE'S NOT THE 30% CHANCE AT URA-DORA
I'D ALWAYS HAVE TO HAVE 2 FAN POINTS MORE
WHEN THE GOAL OF THE GAME IS TO GO FOR MANGAN THIS TIME
—— WHICH MEANS I WOULDN'T BE ABLE TO USE RIICHI
IT'S AN OVER-WHELMING DISADVAN-TAGE

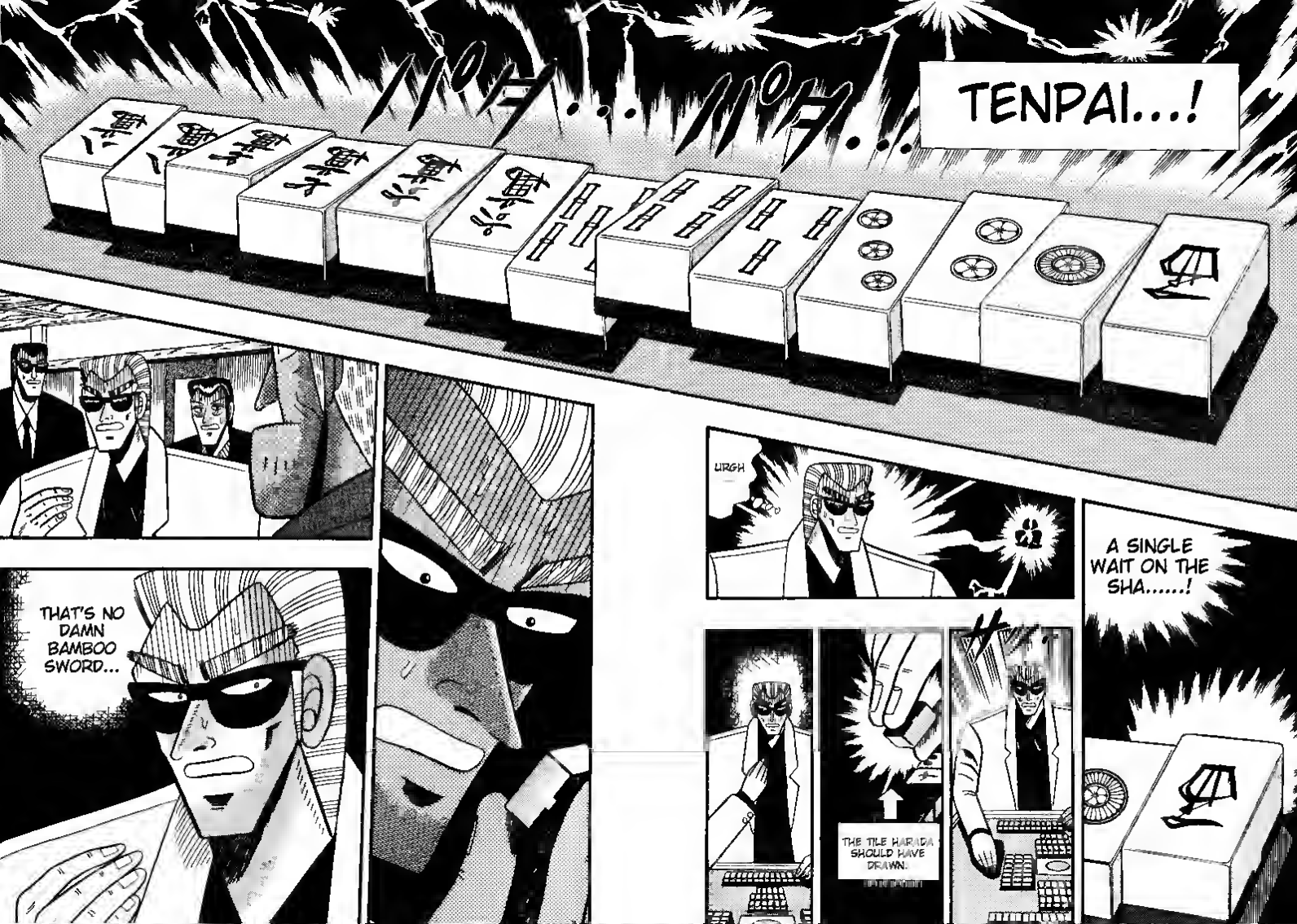
ONLY A THREAT
BUT GINJI'S MARKS ARE A SORT OF BAMBOO SWORD
SO THAT HE'S THE ONLY ONE WHO CAN EASILY PLAY ALONG
二萬
萬
RIICHI .....!
THEY DON'T HAVE A REAL EDGE TO THEM...!
HEH HEH...
THERE'S NOTHING TO FEAR...!
SO I'LL GO INTO RIICHI...!
HARADA'S HAND

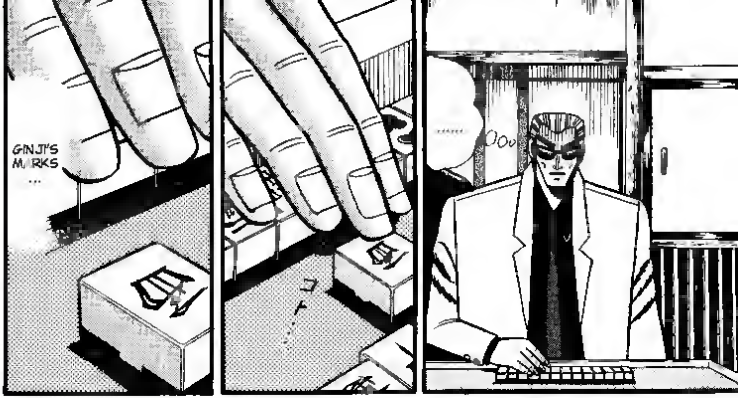
GINJI, AFTER THIS RIICHI
HEH HEH...
DROPPED A PAIR.
.....
GINJI'S GANPAI IS ALMOST ALL BLUFF.
THAT'S NOT THE PLAY STYLE OF A PERSON WHO CAN PREDICT WHAT'S IN MY HAND WITH GANPAI
SO HE'S DISCARDED A PAIR, HUH
MORE AND MORE, IT'S JUST LIKE I GUESSED.

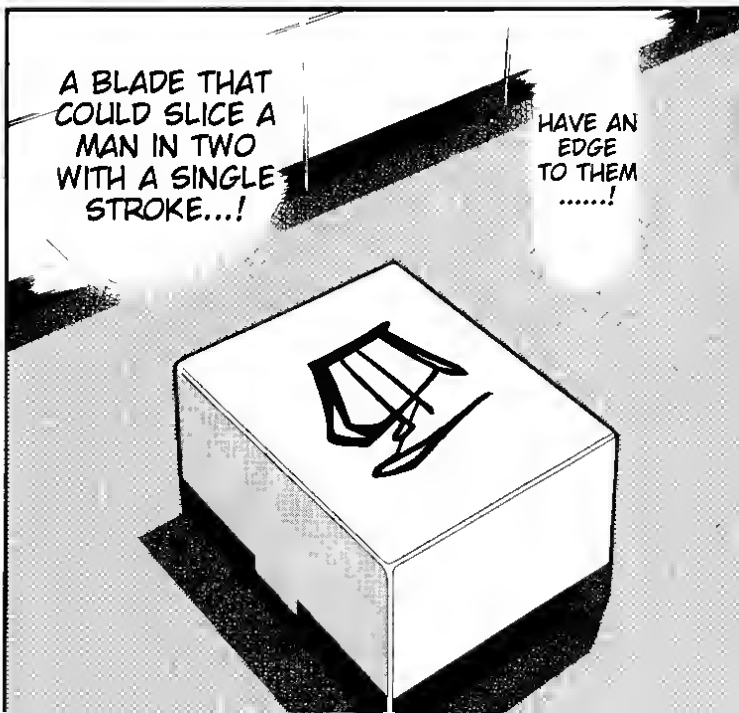
JUST BEFORE THE END, GINJI COMPLETELY FLIPPED HARADA'S EXPECTATIONS UPSIDE-DOWN.
BUT
.....HUH...?
RIICHI...!
RIICHI...?

ざわ…ざわ…
ざわ
WHAT A RIICHI...
THERE'S ONLY ONE TILE LEFT, HARADA'S...
ON THAT HATSU...
KAN...!
HUH?

WOULDN'T WANT TO SEE YOU GET SOME IDIOTIC HOUTEI IPPATSU RICH!
AND NOW IT'S A DRAW, GINJI...
YOU KNOW, IN THE WORST CASE...
HEH HEH...
.....
WITH SOGA'S LAST DISCARD, IT WAS A DRAW
THE FLIPPING OVER OF THE LAST TILE WENT ASTRAY
ざわざわ
GINJI
TENPAI
HARADA


ﾊﾟﾗﾘ...ﾊﾟﾗﾘ...
TENPAI...!
THAT'S NO DAMN BAMBOO SWORD...
URGH
A SINGLE WAIT ON THE SHA.....!
THE TILE HARADA SHOULD HAVE DRAWN.


GINJI'S MARKS ...
.....


A BLADE THAT COULD SLICE A MAN IN TWO WITH A SINGLE STROKE...!
HAVE AN EDGE TO THEM .....!

天
CHAPTER 68
MOONLIGHT

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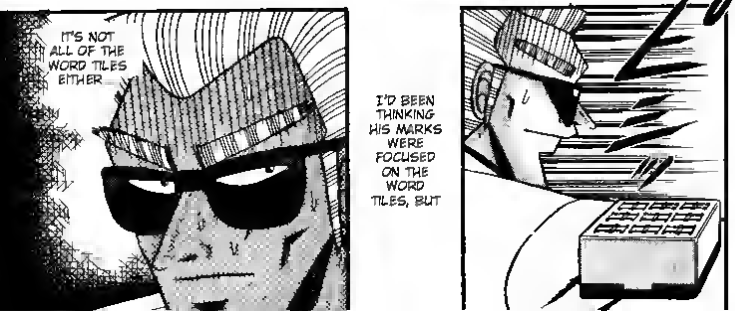
IT CLEARLY LOOKS LIKE A MISTAKE.....!
...AS USUAL, IT LOOKS LIKE HE DISCARDED A FULL PAIR WHILE TRYING FOR CHII-TOI-TSU...


IT'S NOT ALL OF THE WORD TILES EITHER...
I'D BEEN THINKING HIS MARKS WERE FOCUSED ON THE WORD TILES, BUT

IT HAS AN EDGE TO IT
THAT TOOL OF HIS ISN'T JUST A THREAT

ONLY THE VERY TIP OF THAT BLADE WAS SHOWING
BUT

GINJI'S MARKS

HAVE BEEN MARKED.....
NOT ALL FOUR
南 發 發 發 發

THESE HATSU I'M HOLDING RIGHT NOW..... THESE TILES MUST BE MARKED BUT...
發 發 發 發

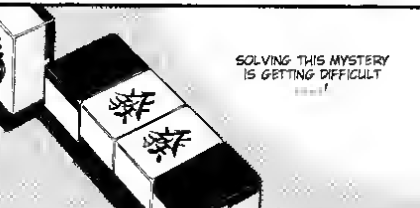
BUT THAT INCOMPLETENESS IS MAKING IT HARD TO SEE GINJI'S MARKS
AN IMCOMPLETE MARKING

MAYBE EVEN ONLY ONE TILE
WHEN HE WAS DOING IT, 2 TILES

DUE TO THE MARK
AND THEN HOWEVER FEW TILES IT'S ON

SOLVING THIS MYSTERY IS GETTING DIFFICULT

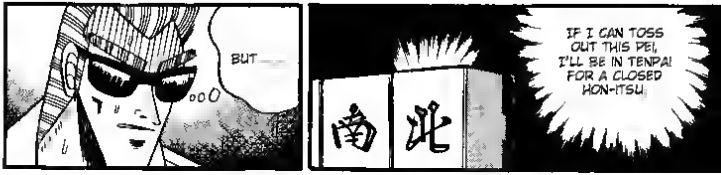
URGH
.....
.....


THE DANGER OF BEING
.....
YOU ALWAYS HAVE TO AVOID
南 南

I HAVE TO FIGURE OUT GINJI'S MARKS RIGHT NOW...!
NO MATTER WHAT
SHIT...
THIS PEI IS HARD TO GET RID OF...
WITH THAT IN MIND
THE SAME SITUATION AS NOW
THE LURKING SUSPICION THAT AFTER A FEW ROUNDS HE'LL MARK THE TILES AGAIN
IF I DON'T, IT'LL BE THE SAME THING ALL OVER AGAIN IF WE CHANGE THE TILES
WHEN YOU'RE PLAYING WITH THAT KIND OF UNEASE IN YOUR MIND
THERE'S NO WAY TO STAY ALIVE IN THIS EAST-WEST BATTLE
TO WIN THIS EAST-WEST BATTLE...!
IS ESSENTIAL
FINDING OUT GINJI'S MARKS

URGH

HARADA'S TENPAI:
WAITING ON 4-MAN OR 7-MAN
KAN


BUT
IF I CAN TOSS OUT THIS PEI, I'LL BE IN TENPAI FOR A CLOSED HON-ITSU!

I KEEP GETTING THE EERIE FEELING THAT HE'S AFTER THE WORD TILES IN MY HAND AGAIN AND AGAIN.
GINJI'S DISCARDS

NO
SHOULD I DISCARD THE NAN, SINCE HE'S ALREADY DISCARDED ONE...?
WOULD HE AIM FOR A PEI SINGLE WAIT...?

DON'T EVADE HIM .....!
DANCING TO THE TUNE OF HIS GANDA!
I'D JUST BE PLAYING INTO GINJI'S HANDS
THAT'S OUT OF THE QUESTION.
HE ISN'T EVEN IN RICHI.....! EVEN IF I DEAL IN WITH THE PE! IT WON'T BE MANGAN
北
WHAT ELSE CAN I DO WITH THIS HAND.....?
南
GO!
HEH HEH.....

SORRY, HARADA...
バラ...バラ...
IT BACKFIRED ON ME
HOW COULD HE HAVE A CLOSED TRIPLE OF THE DORA?
SHIT .....!
GINJI
NGH....
TAKING 8000 FROM 15000
LEAVES YOU WITH 7000.
SORRY TO KEEP DOING THIS BUT...
HUH?
URGH ...!
HAKU AND 3 DORA (8-PIN) IS MANGAN.
DIDN'T NEED TO RIICHI.

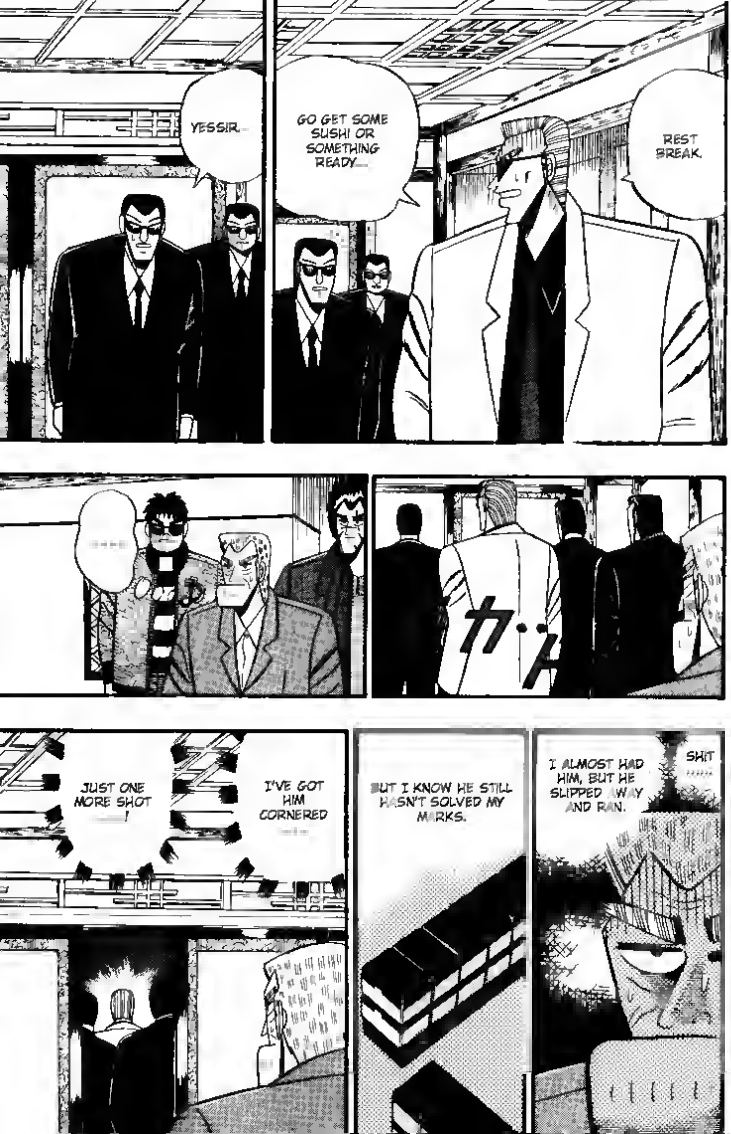
ATAMA-HANE
IT'S NOT GOING TO WORK OUT FOR YOU AGAIN
ハ'ケ・・・
SOGA'S WIN WAS CHII-TOI-TSU FOR 1600
HEH HEH ...
URGH ..!
HARADA NARROWLY ESCAPED DEATH AGAIN
SOGA'S BACKUP INTERCEPTED GINJI ON HIS WAY TO TARGETING HARADA
IT ONLY CHANGED THE WINDS
BECAUSE THE RULES WERE THAT NOTHING BELOW MANGAN COUNTED

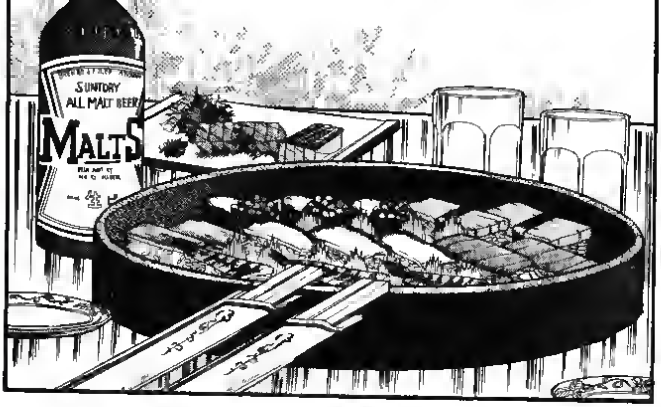
I KEEP GETTING SAVED BY SOGA, BUT
THAT WON'T KEEP GOING FOREVER.
.....THE WAY THINGS ARE GOING, I'LL PLAY RIGHT INTO GINJI'S HANDS .....!
ゴト ゴト...
THIS ISN'T GOOD
IT'S GETTING THAT I CAN'T EVEN COUNT ON MY HUNCHES.
WHEN I TRY TO RELY ON LOGIC WHEN MY HUNCHES GO ASTRY
THAT GETS LED ASTRAY TOO...
PROOF THAT I'VE LOST THE ABILITY TO MAKE CLEAR DECISIONS...

NOW THAT WE'RE FINISHED THIS GAME
TEN...
LET'S STOP FOR A BIT...

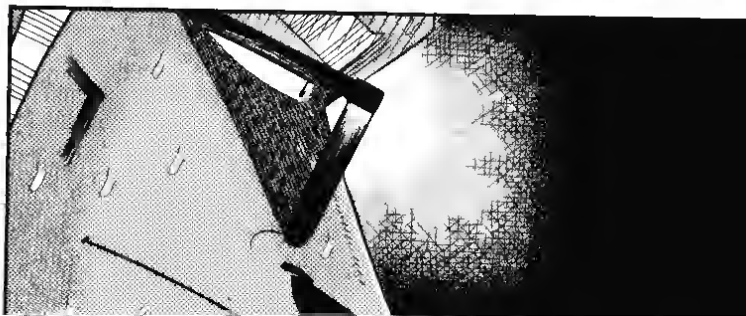
I'M GETTING HUNGRY, TOO.
.....
IT'S ALREADY BEEN FIVE HOURS SINCE WE STARTED PLAYING.
WHY DON'T WE TAKE A BREAK .....?
.....

ガヲッ…
ざわ…ざわ…

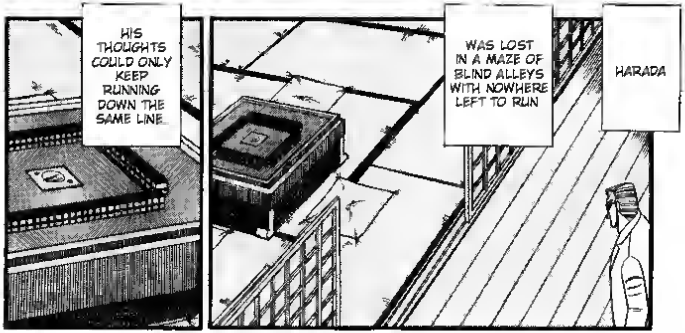

YESSIR.
GO GET SOME SUSHI OR SOMETHING READY.....
REST BREAK.
.....
カ・・
JUST ONE MORE SHOT.....!
I'VE GOT HIM CORNERED
BUT I KNOW HE STILL HASN'T SOLVED MY MARKS.
I ALMOST HAD HIM, BUT HE SLIPPED AWAY AND RAN.
SHIT.....


SUNTORY
ALL MALT BEER
MALTS

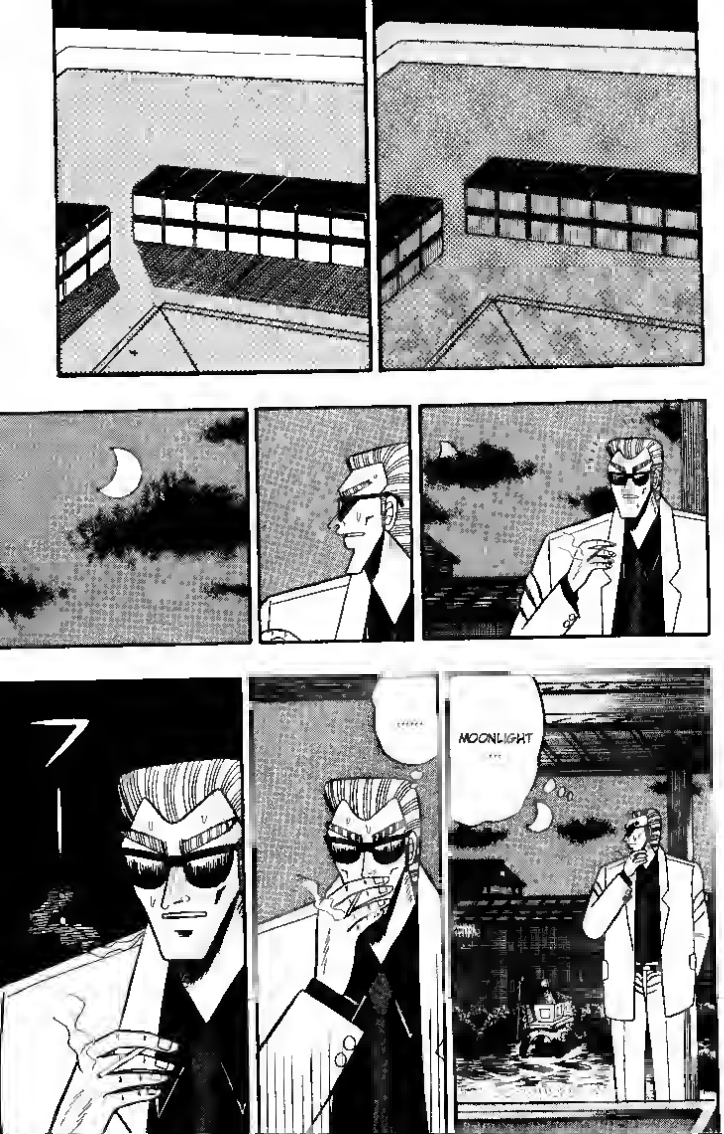
ざわ…
ざわ…

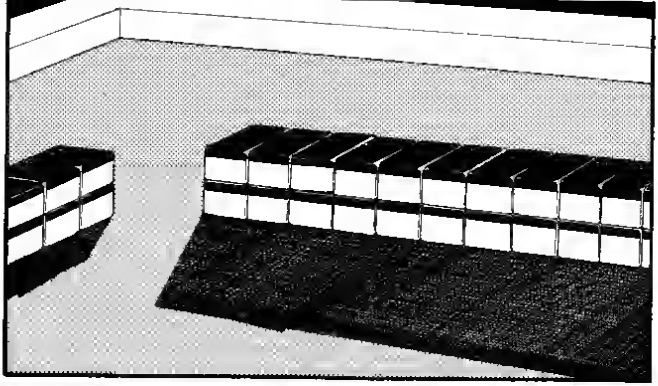


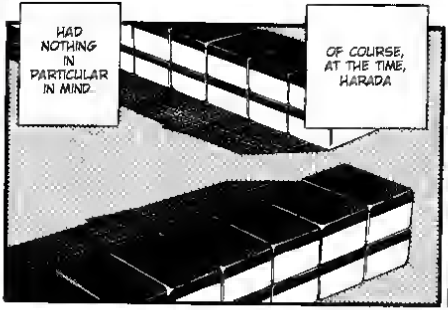
I DON'T GET IT
IN THE MIDDLE OF BATLE
I KEPT CHECKING AGAIN AND AGAIN
THERE SHOULD HAVE BEEN SOMETHING ETCHED ON THE BACK OF THE TILES
A MARKING
BUT I COULDN'T FIND ANYTHING LIKE THAT AT ALL
WHAT'S GOING ON ...?
ASAI GINJI
JUST WHAT IS THAT MAN LOOKING AT ...?
WHAT MARK IS HE USING ...?


HIS THOUGHTS COULD ONLY KEEP RUNNING DOWN THE SAME LINE...
WAS LOST IN A MAZE OF BLIND ALLEYS WITH NOWHERE LEFT TO RUN
HARADA

GINJI'S MARKS NO MATTER HOW HARD HE TRIED
HE COULDN'T SEE


MOONLIGHT

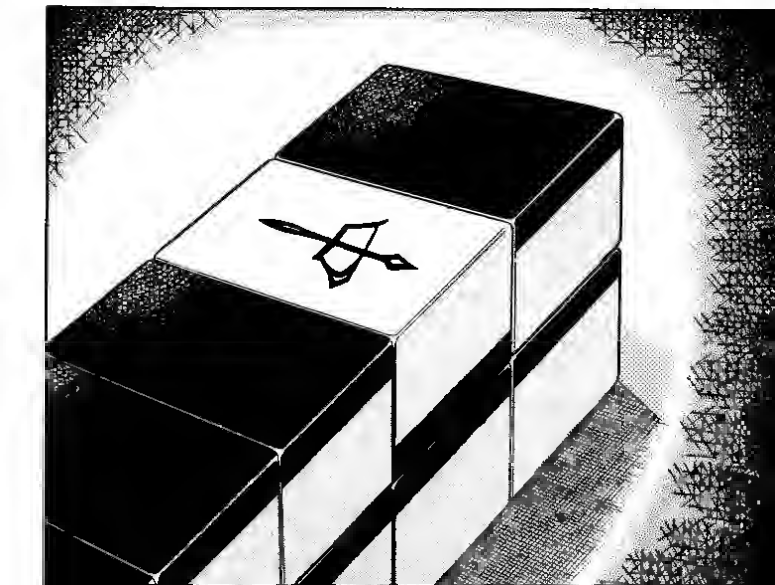


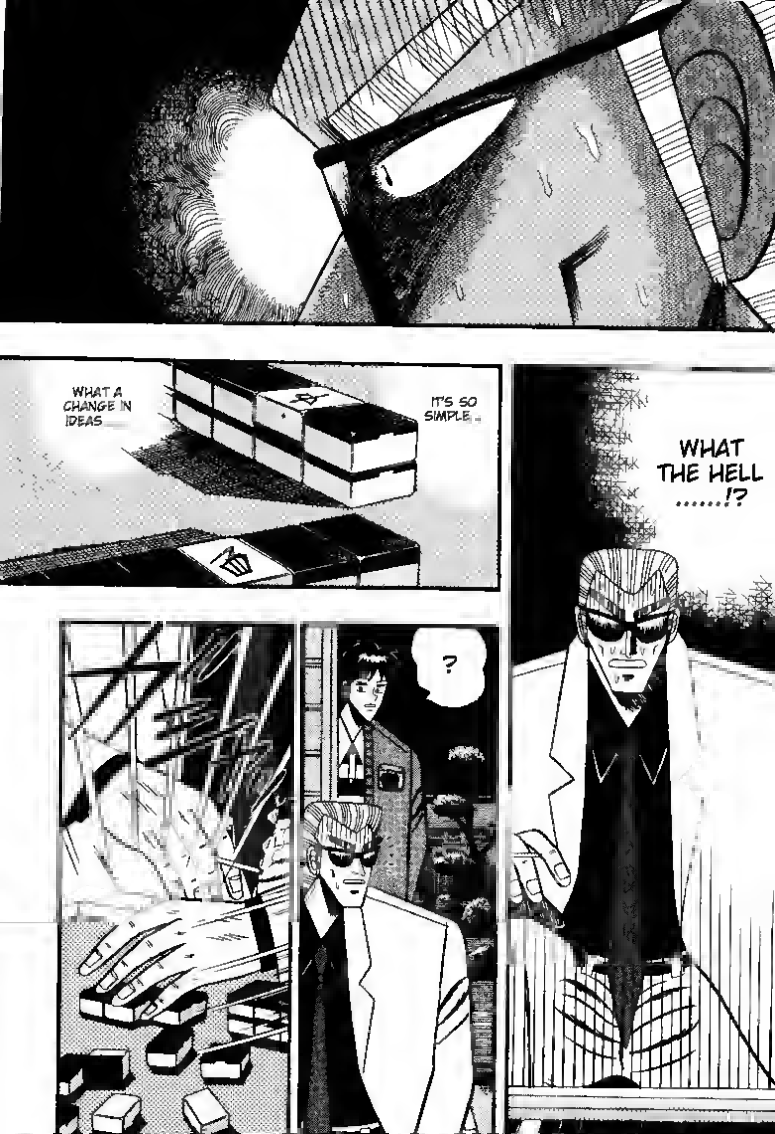


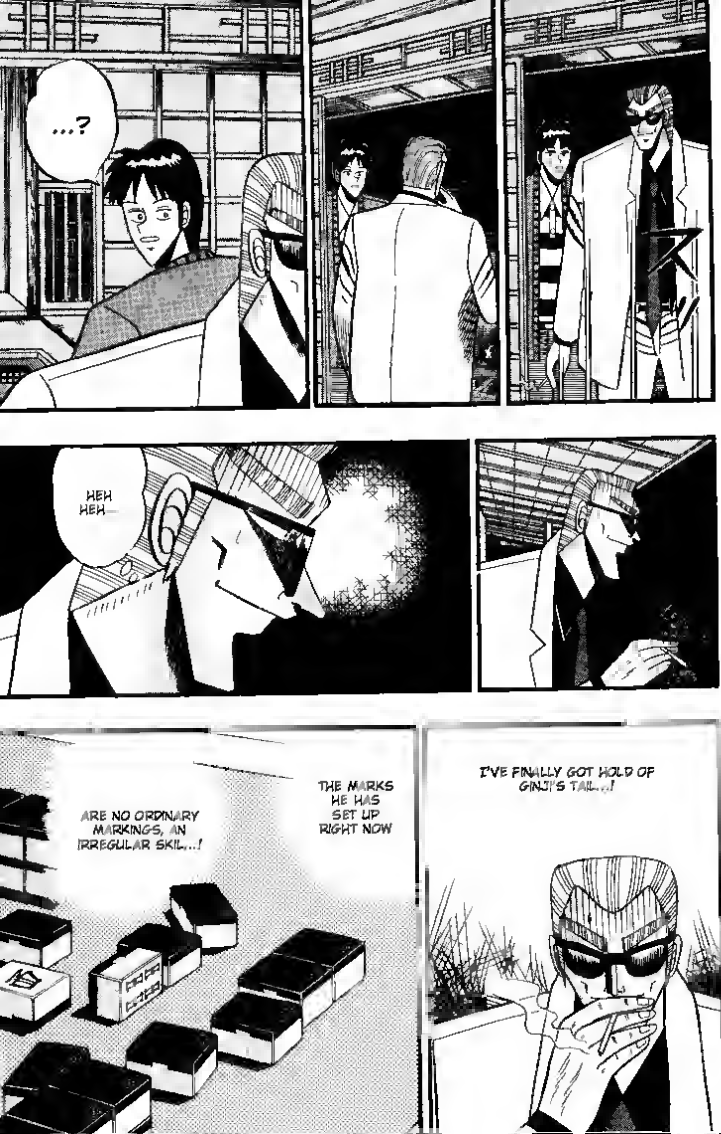
A FANTASTIC IDEA SKIMMED THE SURFACE OF HIS MIND

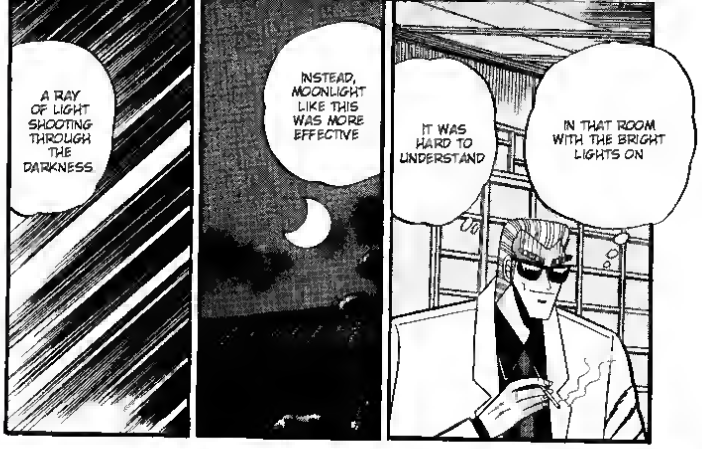
カミ
THIS TILE.
A WORD TILE ...?
ざわ..
.....
TH... THEN
THAT TILE——

THIS IS A WORD TILE TOO...?

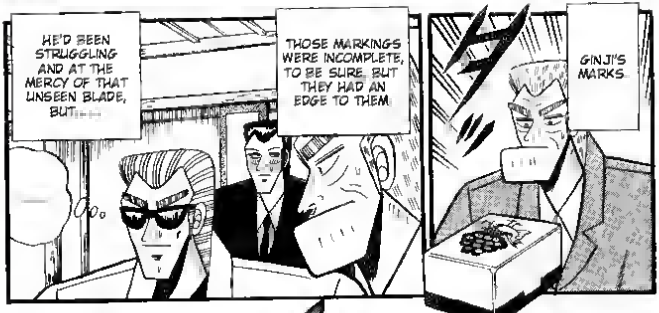



WHAT A CHANGE IN IDEAS...
IT'S SO SIMPLE...
WHAT THE HELL .....!?
?


...?
HEH HEH...
I'VE FINALLY GOT HOLD OF GINJI'S TAIL...!
THE MARKS HE HAS SET UP RIGHT NOW
ARE NO ORDINARY MARKINGS, AN IRREGULAR SKIL...!


A RAY OF LIGHT SHOOTING THROUGH THE DARKNESS
INSTEAD, MOONLIGHT LIKE THIS WAS MORE EFFECTIVE
IT WAS HARD TO UNDERSTAND
IN THAT ROOM WITH THE BRIGHT LIGHTS ON

HIS HERETICAL STRATEGY BECAME CLEAR...!
IN THAT SORT OF LIGHT, ITS FORM WAS REVEALED FOR THE FIRST TIME.


HE'D BEEN STRUGGLING AND AT THE MERCY OF THAT UNSEEN BLADE, BUT...
THOSE MARKINGS WERE INCOMPLETE, TO BE SURE. BUT THEY HAD AN EDGE TO THEM.
GINJI'S MARKS.

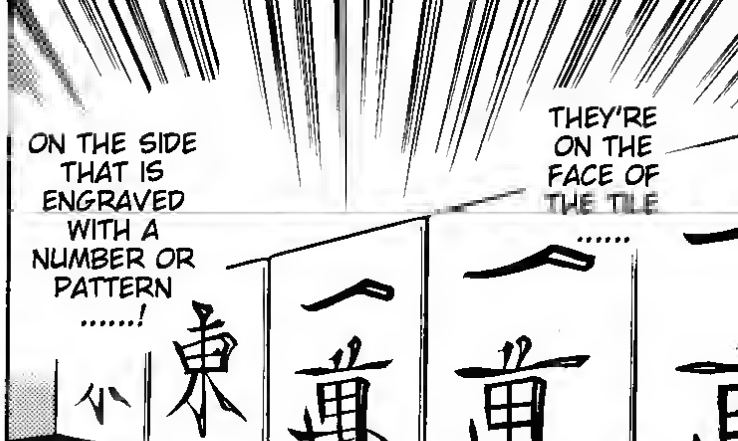
EVERYTHING BEHIND GINJI'S MARKS...
HE'D PERFECTLY UNCOVERED
RIGHT NOW
BUT...

CHAPTER 69
THE FIRST SLICE OF THE BLADE

TON, NAN, SHA, PEI, HAKU HATSU AND CHUN, ONE OF EACH ……!
ONLY THE WORD TILES
IN THE END, THERE WERE ONLY SEVEN TILES GINJI MARKED.
WHEN I THOUGHT ABOUT IT A BIT
AS I FIGURED FROM THE START……
ONLY A FEW GANPAI.
THERE ARE 7 X 4 = 28 SUSPICIOUS TILES……
THERE ARE ONLY SEVEN MARKED TILES BUT…
THAT'S NOT REALLY THE CASE.
THAT'S WHAT I HAD BEEN THINKING BUT…
7 OUT OF 136…
HOW DID HE KNOW WITH SO FEW TILES …?

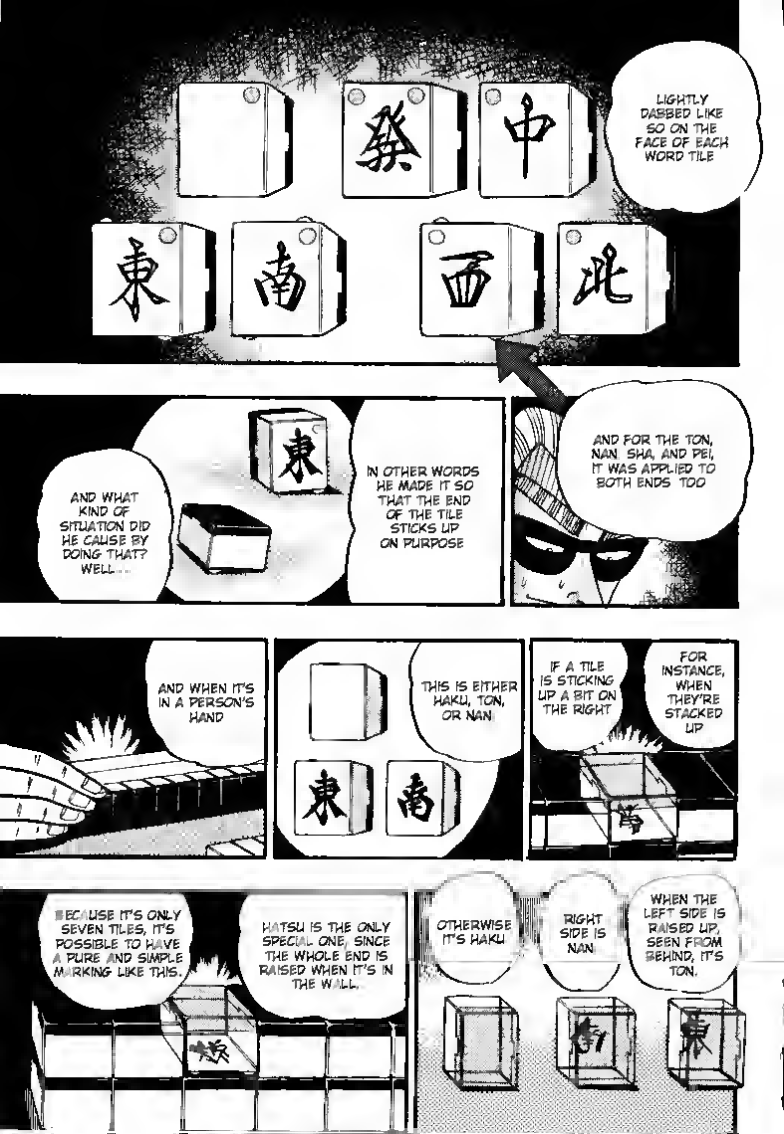
A DEATH-TILE, THAT GIVES YOU A TERRIBLE FEELING THAT IT'S GOING TO KILL YOU.....
IN THE GAME OF MAHJONG, THERE'S ALWAYS A SINGLE DANGEROUS TILE THAT CAN BE DRAWN IN THE FINAL STAGES OF THE GAME.
IT'S JUST ENOUGH...
28...
BUT WITH THAT
IF THERE ARE DEATH-TILES AND 28 SUSPICIOUS TILES
THAT'S JUST THE NATURE OF THE GAME.
IT FORCES YOU TO GIVE UP ON THE HAND THAT YOU'VE BEEN CONSTRUCTING
HOLDING UP HIS OPPONENTS RATHER THAN WINNING
SO HE DOESN'T NEED TO INCREASE THE NUMBER OF GANPAI - THIS IS MORE THAN ENOUGH
GINJI'S MARKS THIS TIME HAVE THEIR EMPHASIS ON
EVEN IF YOU FORCE IT ONCE OR TWICE
IT'LL ALL BE OVER THE THIRD TIME
THERE'S NO WAY YOU CAN WIN.

THE BASIC TACTIC FOR HIS GANPAI THIS TIME
GINJI IS CONSIDERED AN ARTIST WITH HIS MARKINGS
WAS A HERETICAL IDEA...
A MERE SEVEN TILES IS AN ESPECIALLY LIMITED GANPAI...
THE FEWER THERE ARE, THE HARDER IT IS TO FIND THE TRICK TO IT.
MORE IMPORTANTLY, WHAT GINJI PAID ATTENTION TO THIS TIME WAS
ERASING ANY TRACE OF HIS MARKS
THE TRICK WAS AS FOLLOWS
THE METHOD GINJI USED TO MARK THEM.
AND MORE THAN THAT TACTIC, WHAT WAS REALLY UNIMAGINABLE WAS
GINJI DESTROYED THAT COMMON SENSE WITH THE TRICK BEHIND HIS MARKINGS
BUT
IT'S UNTHINKABLE TO PLACE THE MARKS ANYWHERE OTHER THAN THE BACKS OF THE TILES.
IN FACT
ON THE BACK OF THE TILES.
NORMAL MARKS ARE


ON THE SIDE THAT IS ENGRAVED WITH A NUMBER OR PATTERN .....!
THEY'RE ON THE FACE OF THE TILE .....

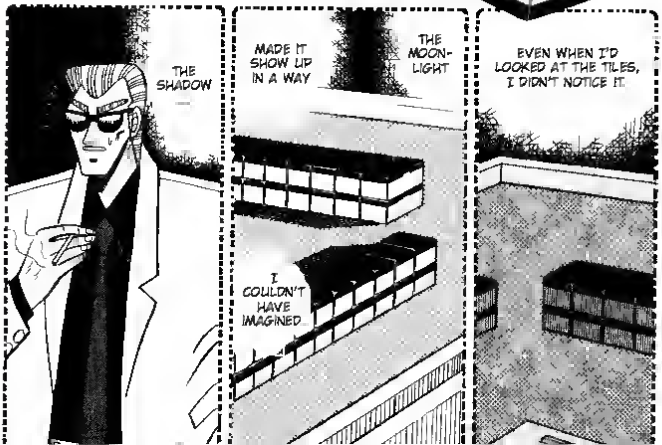
OR THE TOP AND BOTTOM
TO THE FACE OF THE TILE
THIS WAS LIGHTLY APPLIED
SOMETHING LIKE A QUICK-DRYING TRANSPARENT GLUE
THE "THING" HE USED FOR IT WAS

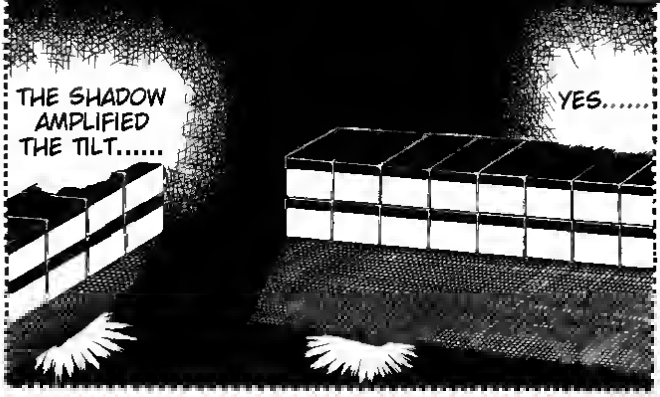
THE GLUE THAT HE LIGHTLY APPLIED WAS
HE FOUND A WAY THROUGH THAT WEAK POINT.
A PERFECT BLIND SPOT.
BUT OUR SIDE DIDN'T EVEN THINK OF A TRICK LIKE THAT BEING PUT IN PLACE FROM THE VERY BEGINNING.
WE WERE ONLY PAYING ATTENTION TO THE BACK OF THE TILES.
WHEN YOU THINK ABOUT IT, THAT WAS VERY BOLD OF HIM.


LIGHTLY DABBED LIKE SO ON THE FACE OF EACH WORD TILE
AND FOR THE TON, NAN, SHA, AND PEI, IT WAS APPLIED TO BOTH ENDS TOO
IN OTHER WORDS HE MADE IT SO THAT THE END OF THE TILE STICKS UP ON PURPOSE
AND WHAT KIND OF SITUATION DID HE CAUSE BY DOING THAT? WELL...
FOR INSTANCE, WHEN THEY'RE STACKED UP
IF A TILE IS STICKING UP A BIT ON THE RIGHT
THIS IS EITHER HAKU, TON, OR NAN
AND WHEN IT'S IN A PERSON'S HAND
WHEN THE LEFT SIDE IS RAISED UP, SEEN FROM BEHIND, IT'S TON.
RIGHT SIDE IS NAN.
OTHERWISE IT'S HAKU
HATSU IS THE ONLY SPECIAL ONE, SINCE THE WHOLE END IS RAISED WHEN IT'S IN THE WALL.
BECAUSE IT'S ONLY SEVEN TILES, IT'S POSSIBLE TO HAVE A PURE AND SIMPLE MARKING LIKE THIS.

THAT IMPERCEPTIBLE FAINT DIFFERENCE
THE ONLY PEOPLE WHO WOULD ARE THE ONES WHO KNOW ABOUT IT.
MOST PEOPLE PLAYING WOULD NEVER KNOW
NEEDLESS TO SAY, THE TILT IS VERY FAINT

DURING THAT REST BREAK
IN FACT, I DIDN'T KNOW ABOUT IT EITHER


THE SHADOW
MADE IT SHOW UP IN A WAY
THE MOON-LIGHT
I COULDN'T HAVE IMAGINED
EVEN WHEN I'D LOOKED AT THE TILES, I DIDN'T NOTICE IT.


THE SHADOW AMPLIFIED THE TILT.....
YES.....

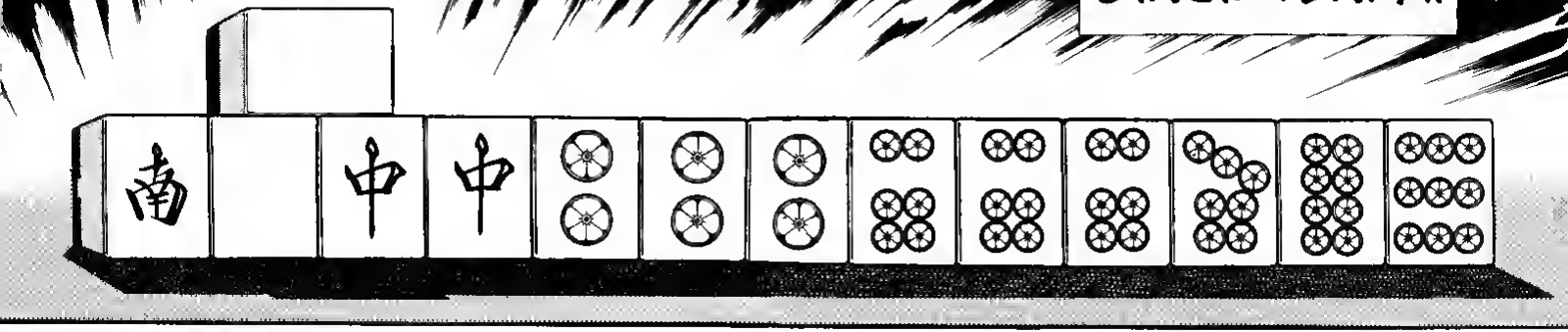
IT BELONGS TO ME——!
AND NOW THAT I'VE GOTTEN THROUGH TO IT
AND NOW THAT I HAVE PROOF

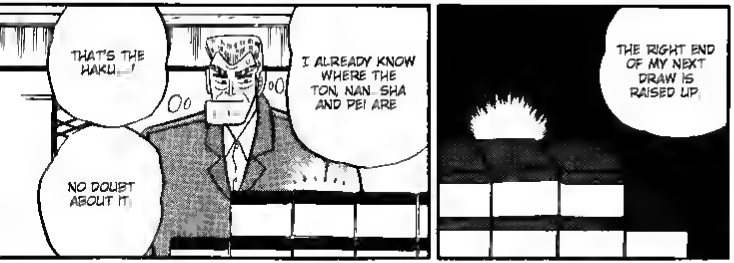
I BROKE THROUGH TO THE BASIS BEHIND GINJI'S MARKINGS——!
AND THEN FINALLY

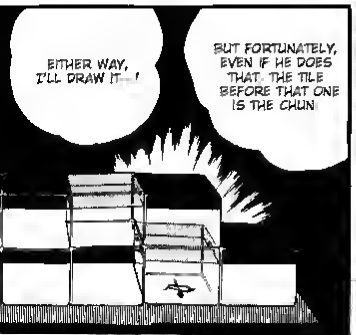
HARADA: TENPAI
HIS BACK IS LEFT UNPROTECTED.
RATHER LIKE HE HASN'T NOTICED A SWORDSMAN SNEAKING UP BEHIND HIM.
HIS LITTLE TRICK .....
GINJI STILL HASN'T NOTICED THAT I'VE FIGURED OUT
HUH ?
I'LL CUT HIM DOWN ....!

HARADA'S TENPAI:
WAITING ON 6-SOU, 9-SOU, OR 1-PIN.
WHY DID HE PICK AN UNCERTAIN CHANTA...?
WHY DISCARD THE 7-SOU...?
HARADA...
IF HE GOT RID OF THE 8-SOU HE WOULD HAVE HAD SAN-AN-KOU, TOI-TOI, AND TON AND WITH 9-SOU AS THE DORA, IT'D BE BAIMAN...
THAT'S CRAZY...
HALF AN HOUR SINCE THE MATCH RESUMED
HALF AN HOUR PASSED
SOUTH 2ND ROUND, 15TH TURN .....
AND THEN THE FATED TIME CAME
SO FAR, THE FLOW WAS CALM WITH NO PARTICULARLY LARGE MOVEMENTS.

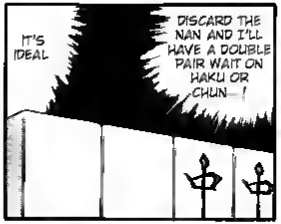
GINJI: TENPAI

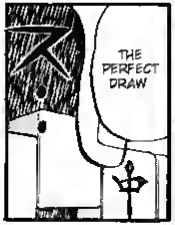


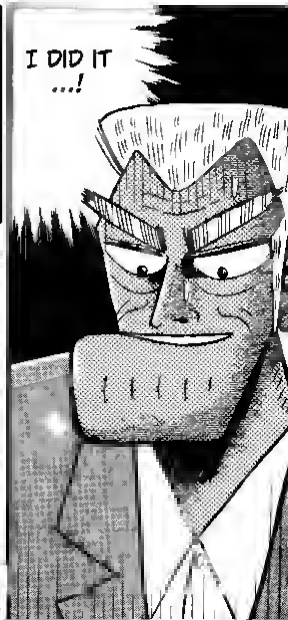


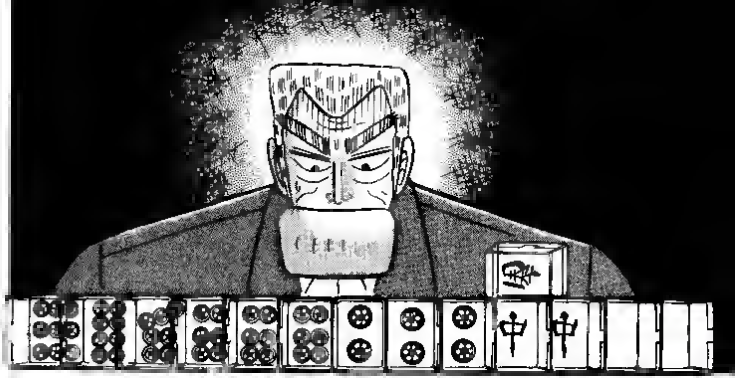


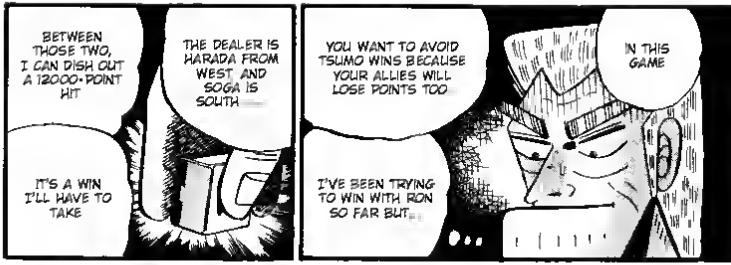
THAT NUISANCE, SOGA, FOILING ME AGAIN.
HE COULD CALL AND CHANGE THE DRAW ORDER...
THE ONE THING TO FEAR HERE IS
IT'LL BE MY NEXT DRAW.







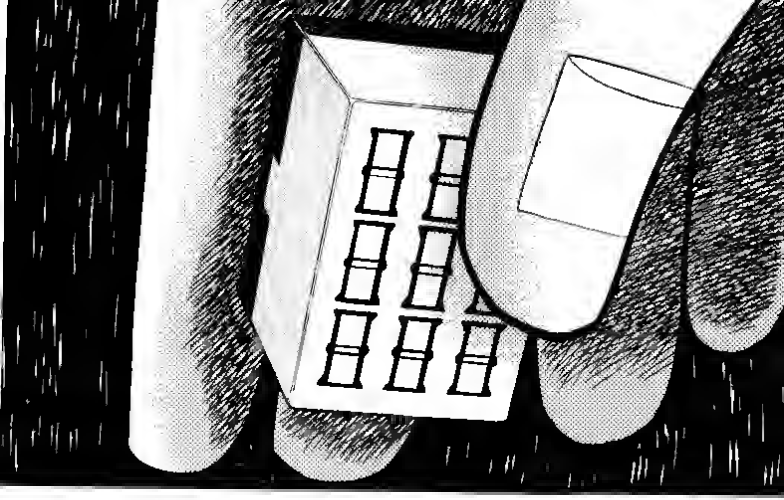


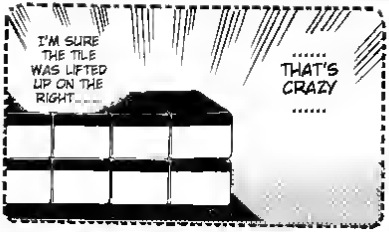

BETWEEN THOSE TWO, I CAN DISH OUT A 12000-POINT HIT
IT'S A WIN I'LL HAVE TO TAKE
THE DEALER IS HARADA FROM WEST AND SOGA IS SOUTH
YOU WANT TO AVOID TSUMO WINS BECAUSE YOUR ALLIES WILL LOSE POINTS TOO
I'VE BEEN TRYING TO WIN WITH RON SO FAR BUT...
IN THIS GAME

SORRY, HIROYUKI, BUT I'M GOING TO GO AHEAD AND TAKE THIS GUY OUT...!

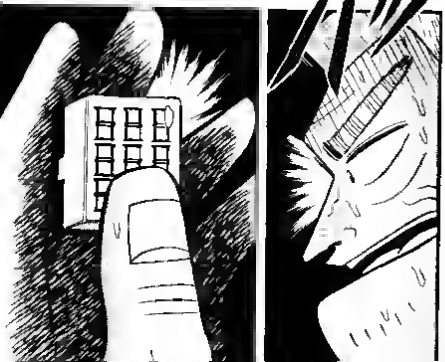
RIICHI ...!

AND IF HE DOESN'T DISCARD A TILE THAT GETS CALLED ON, I CAN WIN
AND HIROYUKI NOW
SOGA DIDN'T MAKE A MOVE
OKAY
NO, HE CAN'T MAKE A MOVE
OKAY ...!
HAKU
I'LL TSUMO ...!
BAI-MAN .....!



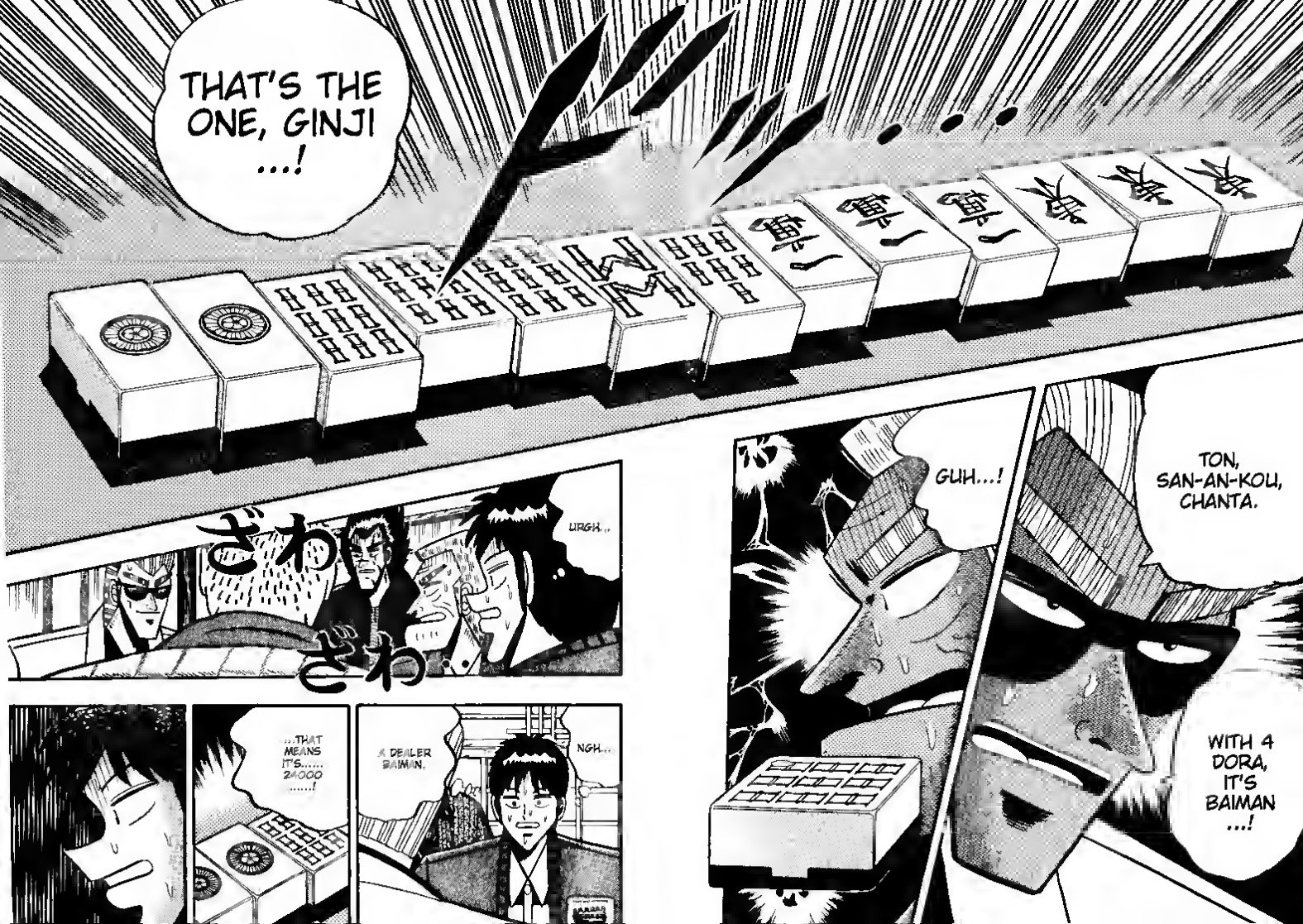

I'M SURE THE TILE WAS LIFTED UP ON THE RIGHT.....
.....
THAT'S CRAZY
.....

IT'S NOT HAKU ...!



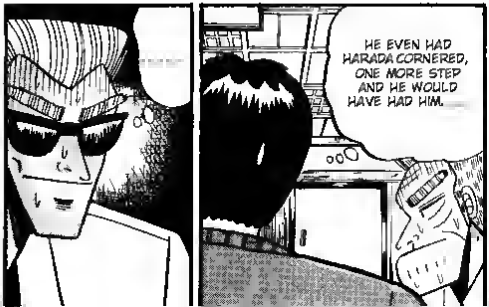
OR IS IT ...?
IS THIS A COINCI-DENCE OR...
FROM THE SUSHI WE WERE EATING A LITTLE WHILE AGO ...?
A GRAIN OF RICE ...?

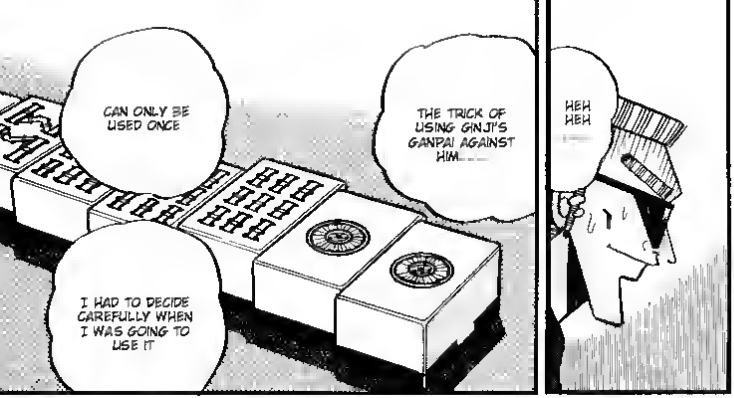
ざわ・・
ざわ・・
.....SO THAT'S HOW YOU'RE GOING TO PLAY IT, HUH.....
I SEE .....
.....
HEH HEH .....
I MESSED UP...


THAT'S THE ONE, GINJI ...!
ドン!!
TON, SAN-AN-KOU, CHANTA.
GUH...!
WITH 4 DORA, IT'S BAIMAN ...!
UHGH...
ざわ
ざわ
...THAT MEANS IT'S..... 24000 .....!
A DEALER BAIMAN.
NGH...

I CAN'T BELIEVE THAT GINJI WHO HAD 21000, WENT BELOW
BEFORE EVEN ME WITH ONLY 7000 POINTS LEFT

GINJI WENT BELOW ZERO !


HE EVEN HAD HARADA CORNERED, ONE MORE STEP AND HE WOULD HAVE HAD HIM.


CAN ONLY BE USED ONCE
THE TRICK OF USING GINJI'S GANPAI AGAINST HIM...
I HAD TO DECIDE CAREFULLY WHEN I WAS GOING TO USE IT
HEH HEH

FAILURE WASN'T AN OPTION.
THIS OPPORTUNITY WOULDN'T COME BY AGAIN.
IF I RAN FROM THAT CHANCE

THERE IS ONLY ONE CHANCE TO SWING THE BLADE...
IT WON'T HAPPEN AGAIN.
IF YOU CAN GET THROUGH HIS DEFENSES ONCE
AGAINST A MASTER LIKE GINJI, A MAN KNOWN AS A GENIUS...

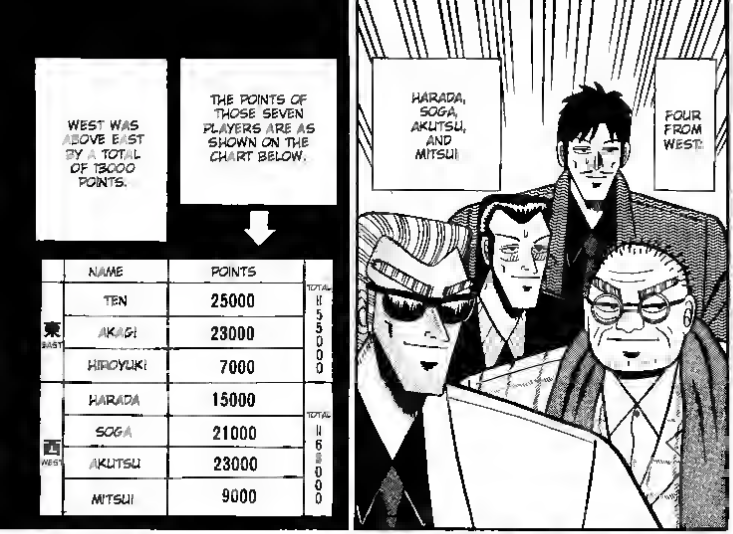
THAT'S THE ONLY WAY TO DO IT...!
TAKE OUT A GENIUS WITH THE FIRST SLICE OF THE BLADE

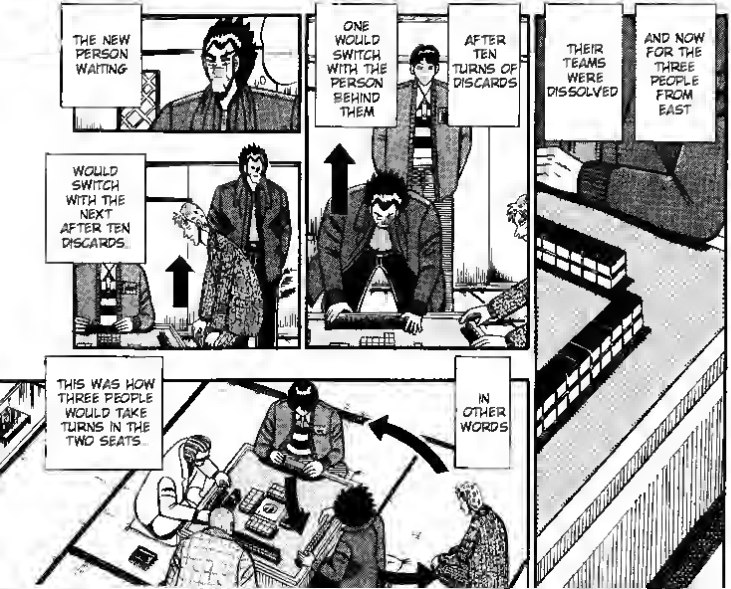
CHAPTER 70
1000-POINT
COUNTER

THE SHOWDOWN OF THE EAST-WEST BATTLE

THE FIRST ONE TO FALL WAS
GINJI, FROM EAST.
SHOT DOWN IN ONE BLOW BY HARADA

THE SEVEN PLAYERS LEFT IN THE SHOWDOWN WERE
THREE FROM EAST.
TEN, AKAGI, AND HIROYUKI


FOUR FROM WEST:
HARADA, SOGA, AKUTSU, AND MITSUI
WEST WAS ABOVE EAST BY A TOTAL OF 13000 POINTS.
THE POINTS OF THOSE SEVEN PLAYERS ARE AS SHOWN ON THE CHART BELOW.
NAME
POINTS
TOTAL
TEN
25000
AKAGI
23000
HIROYUKI
7000
EAST
東
TOTAL 55000
HARADA
15000
SOGA
21000
AKUTSU
23000
MITSUI
9000
WEST
西
TOTAL 160000


AND NOW FOR THE THREE PEOPLE FROM EAST
THEIR TEAMS WERE DISSOLVED
AFTER TEN TURNS OF DISCARDS
ONE WOULD SWITCH WITH THE PERSON BEHIND THEM
THE NEW PERSON WAITING
WOULD SWITCH WITH THE NEXT AFTER TEN DISCARDS.
IN OTHER WORDS
THIS WAS HOW THREE PEOPLE WOULD TAKE TURNS IN THE TWO SEATS.

THEY GOT INTO THE LEAD AHEAD OF US
AND WE'RE DOWN 13000 POINTS TOTAL
WE LOST GINJI.
THEY FINALLY TURNED THAT AROUND
SINCE ENTERING THE SHOWDOWN, WE'VE ALWAYS BEEN IN THE SUPERIOR POSITION, BUT
THE PROBLEM IS, HOW ARE THEY GOING TO ATTACK NOW...
KEEP GOING WITH WHAT THEY WERE DOING...? OR A NEW STRATEGY...?
FOR THE FIRST TIME WEST HAS CONTROL OF THE GAME, IN THE POSITION OF SUPERIORITY OVER EAST.
NOW THAT THEY'VE GOT THINGS TO THIS POINT...

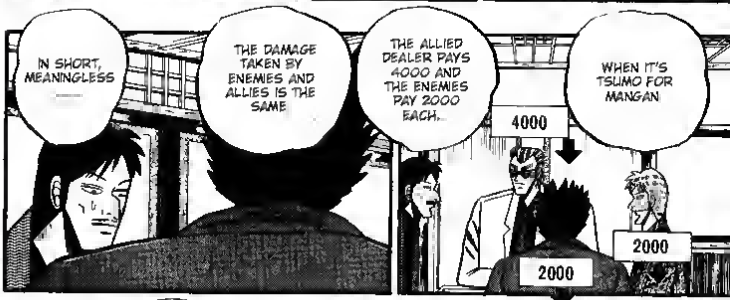
RIICHI...!
OR A DIRECT HIT...?
GOING FOR TSUMO...?
WHAT'S GOING ON WITH THAT RIICH!...?
HERE WE GO...!
A FEW TURNS LATER
GOT IT...!

RIICHI, TSUMO, DORA...!
SHIT...
PFT...
.....
URA-DORA .....?
OH..... TOO BAD...!
HEH HEH
SO HE'S GOING FOR TSUMO THEN...
HE DIDN'T MAKE IT TO MANGAN ...!

HE WAS ONLY CONCENTRATING ON GETTING TSUMO FROM THE BEGINNING
WITHOUT EVEN THINKING ABOUT GOING FOR A DIRECT HIT
WITH TSUMO AND ONE URA-DORA, IT WOULD BE MANGAN
ONLY THINKING ABOUT WINNING BY TSUMO ...
IN TERMS OF STRATEGIES, IT JUST BARELY PASSES AS "USING FORCE"
THAT'S A REALLY MESSY WAY OF PLAYING
IT WOULDN'T HAVE REACHED MANGAN WITH A DIRECT HIT.
EVEN IF I HAD DEALT INTO HIS HAND
HE WOULD HAVE NEEDED 2 URA-DORA TO MAKE IT
NEXT ROUND
THAT MUCH, I GET.
THE PROBLEM IS AFTER THAT...
WELL... BUT... WE DID FIGURE THEY'D ATTACK LIKE THAT
GETTING A DIRECT HIT ON AKAGI OR MYSELF IS A PRETTY DIFFICULT THING TO DO
THEY'D MUCH RATHER GO FOR A TSUMO STRATEGY.

RIICHI...!
THE PROBLEM IS THIS RIICHI
YEAH.
URGH...
THIS ONE AND THE ONE BEFORE IT
MEAN TOTALLY DIFFERENT THINGS.
SO FAR, WITH THIS KIND OF RIICHI
THEY HAVEN'T GONE FOR A TSUMO WIN...
IN OTHER WORDS, WITH THE DEALER FROM WEST
WHILE THE OTHER NON-DEALER PLAYER FROM WEST WINS WITH TSUMO
IS SOMETHING THAT HASN'T HAPPENED SO FAR

WHEN A NON-DEALER WINS BY TSUMO WHILE SOMEONE FROM THEIR OWN CAMP IS DEALER
THE DEALER PAYS TWICE WHAT THE NON-DEALERS PAY
IT'S BECAUSE POINTS CAN ONLY BE LOST IN THIS GAME
THE REASON IS SIMPLE


IN SHORT, MEANINGLESS
THE DAMAGE TAKEN BY ENEMIES AND ALLIES IS THE SAME
THE ALLIED DEALER PAYS 4000 AND THE ENEMIES PAY 2000 EACH.
WHEN IT'S TSUMO FOR MANGAN
4000
2000
2000

OR IT WOULD HAVE BEEN A RICHI WITH THE GOAL OF SLOWING US DOWN
UP UNTIL NOW HE WOULD HAVE BEEN AIMING FOR A DIRECT HIT
SO IN A ROUND LIKE THIS ONE

IN THE END, NOW
HOW FAR ARE THEY GOING TO TAKE THIS TSUMO STRATEGY?
THEIR DECISION WILL BE SHOWN WITH THIS RICHI..
WILL HE TSUMO .....?
OR...?
GOT IT .....!
A GAME OF TSUMO ALL THE WAY THROUGH...
USING A STRATEGY OF WINNING BY THE SAME DECREASE IN POINTS...!
URGH...
HE DID IT WITH-OUT A CARE ...!

RIICHI, TAN-YAO, TSUMO, 2 DORA...!
バラ…
AND THE URA-DORA IS.....?
THREE URA-DORA ...!
GOT IT ...!
URGH...
HEH HEH...
THAT'S BAIMAN—!
ADDING THREE DORA BRINGS IT UP TO EIGHT HAN——
SORRY.

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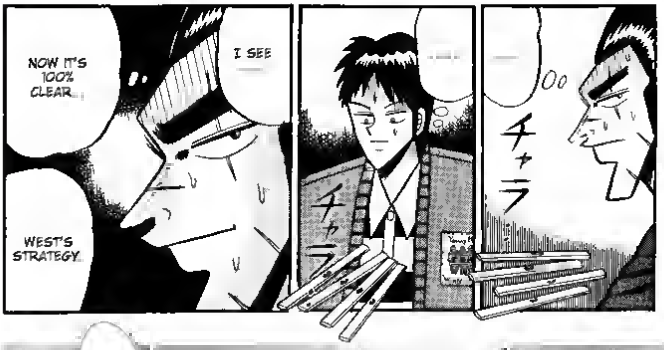
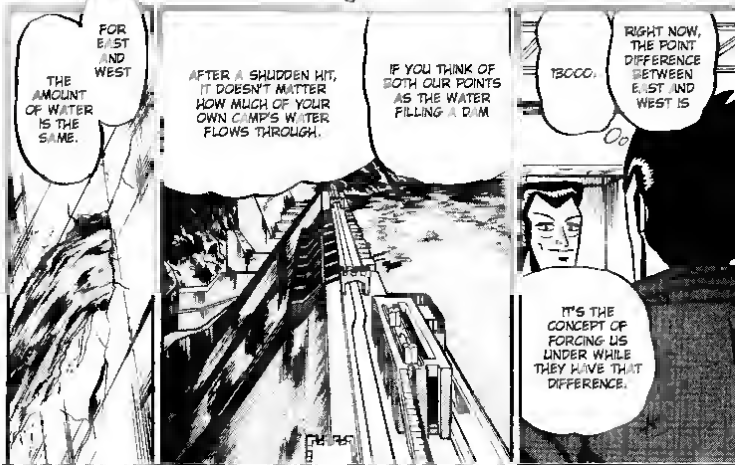

NOW IT'S 100% CLEAR...
I SEE
WEST'S STRATEGY.
チャラ
チャラ


FOR EAST AND WEST THE AMOUNT OF WATER IS THE SAME.
AFTER A SHUDDEN HIT, IT DOESN'T MATTER HOW MUCH OF YOUR OWN CAMP'S WATER FLOWS THROUGH.
IF YOU THINK OF BOTH OUR POINTS AS THE WATER FILLING A DAM
13000.
RIGHT NOW, THE POINT DIFFERENCE BETWEEN EAST AND WEST IS
IT'S THE CONCEPT OF FORCING US UNDER WHILE THEY HAVE THAT DIFFERENCE.

IS THE ONE WHO HAS MORE WATER BEHIND THE DAM ...!
THE WINNER IN THE END...
A PLACE FOR EAST TO BREAK THROUGH WITH A SURPRISE ATTACK...!
AN OPENING
HEH HEH...
.....
I CAN SEE A FLAW IN THAT STRATEGY NOW.
BUT

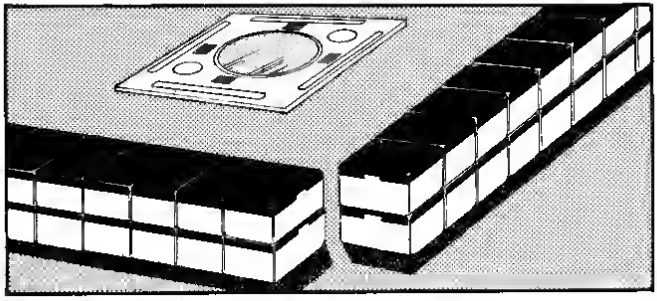
IT'S NOT WORKING...?
THE TILES ARE STUCK...?
WHAT'S WRONG...?
I DUNNO
NH...?
WHAT TIMING JUST WHEN WE'VE GOT THE FLOW...
CH'...

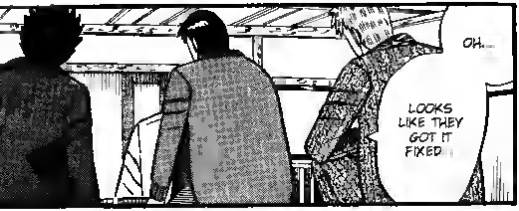
WE'RE HAVING A MEETING
HUH...?
THERE WAS A BIT OF AN UNNATURAL MOVEMENT THERE JUST NOW...
BUT
TEN PROBABLY NOTICED IT BUT...
TO PROTECT THE POINT DIFFERENCE THEY HAVE, AND WHILE THEY HAVE IT, TO FORCE US UNDER.
WEST'S GOAL IS ALREADY CLEAR...

YEAH
DID YOU SEE IT ...?
HIRO...
WITH AN IRREGULAR WAIT ON THE 5-SOU, 8-SOU OR 8-PIN, BUT ...
WEST WON THAT ROUND
EVEN WITH RON, RICHI, TAN-YAO, 2 DORA WOULD BE MANGAN.
IT WASN'T A HAND HE NEEDED TO GET TSUMO WITH TO REACH MANGAN.
IN OTHER WORDS
WEST INTENTIONALLY OVERLOOKED THAT...
THAT'S RIGHT
I DISCARDED THE 8-PIN HE WAS WAITING FOR AFTER THAT RICHI

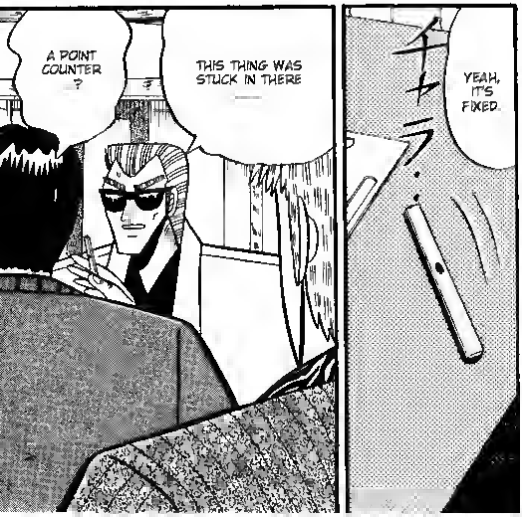
THEY'RE EXPECTING THAT YOU'LL DRAG TEN AND MYSELF DOWN
PROBABLY... SO THAT YOU'RE ALWAYS CONNECTED TO THE OTHER EAST PLAYERS
WEST IS KEEPING YOU ALIVE ON PURPOSE
THIS GIVES EAST A CHANCE
BUT... WHEN YOU THINK ABOUT IT
GETTING MAD ABOUT THAT. HUH.
HEH HEH...
BUT THAT'S ONLY NATURAL.
DO YOU GET WHAT I'M SAYING, HIRO...?
IT'S RELATIVELY EASY TO USE THAT REQUIREMENT
I DO.
OF LEAVING YOU HALF-ALIVE AGAINST THEM

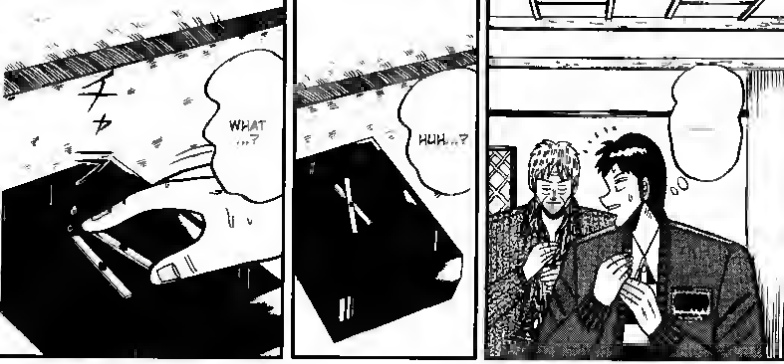
YOU'LL ACT AS A SORT OF LEADER, CLEARING THE PATH
SO THAT TEN AND I CAN RUN THROUGH
AS LONG AS IT'S DISCARDED IN THE SAME TURN EVEN IF WEST WANTS IT, THEY CAN'T HAVE IT.
EXACTLY.
AFTERWARDS, A DANGEROUS TILE WILL PASS
AFTER THAT, IT'S SAFE FOR YOU AND TEN
IF WEST IS OVERLOOKING A WINNING TILE WHEN IT COMES FROM ME
AND TAKE OUT WEST.
WE'LL ATTACK THEIR FORTRESS DIRECTLY
WE'RE NOT GOING AROUND.
LEAVE IT TO US .....
WE'LL TAKE CARE OF EVERYTHING, GINJI'S ENEMIES AND YOUR OWN REGRETS...!



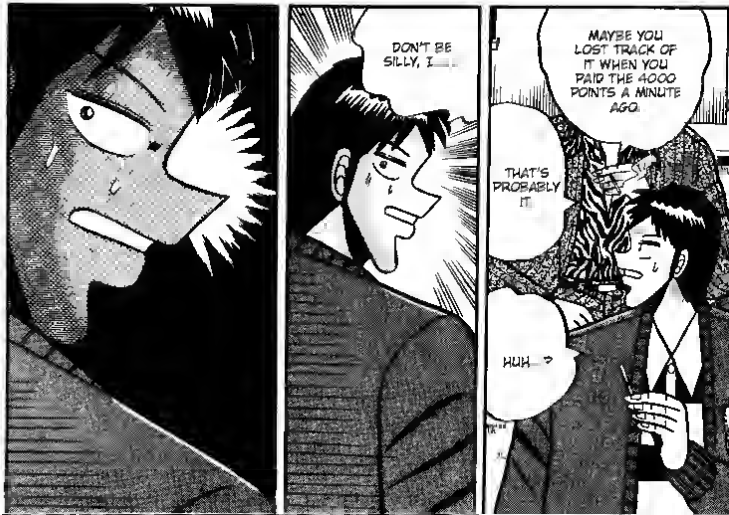

OH...
LOOKS LIKE THEY GOT IT FIXED.

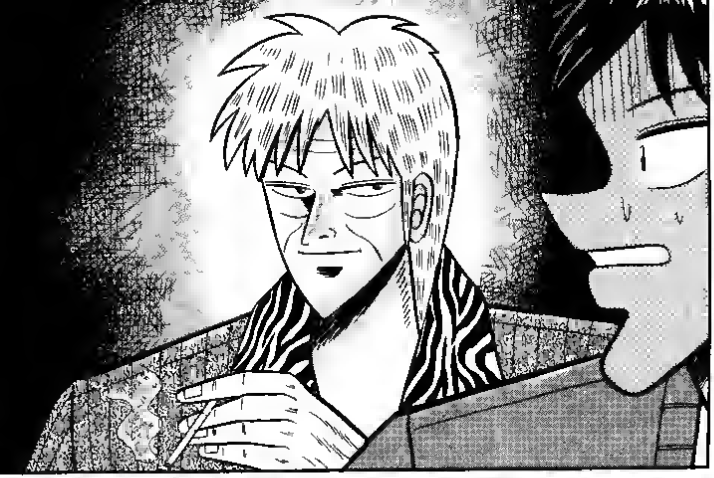
YEAH, IT'S FIXED.


A POINT COUNTER ?
THIS THING WAS STUCK IN THERE

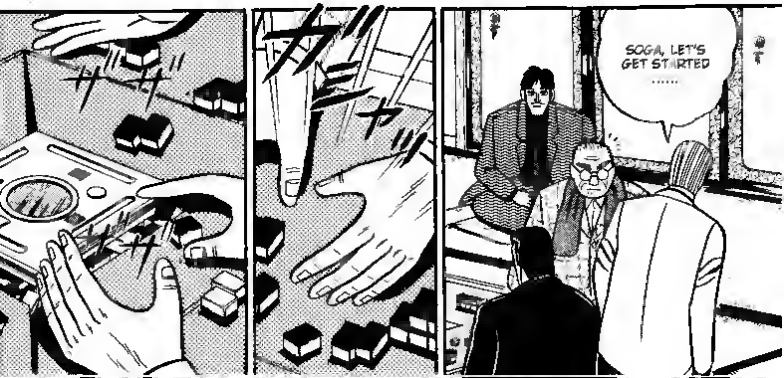

チャ
WHAT...?
HUH...?

THERE SHOULD HAVE BEEN 3000 POINTS LEFT, BUT THERE'S ONLY 2000 HERE.
MUST BE YOURS, THEN.


MAYBE YOU LOST TRACK OF IT WHEN YOU PAID THE 4000 POINTS A MINUTE AGO.
THAT'S PROBABLY IT.
HUH...?
DON'T BE SILLY, I...



AKAGI...


SOGA, LET'S GET STARTED

THIS GAME .....
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ゴト...
AS IF WE'D PASS UP THIS CHANCE

IS ONE WE'LL WIN IN THE END ...!

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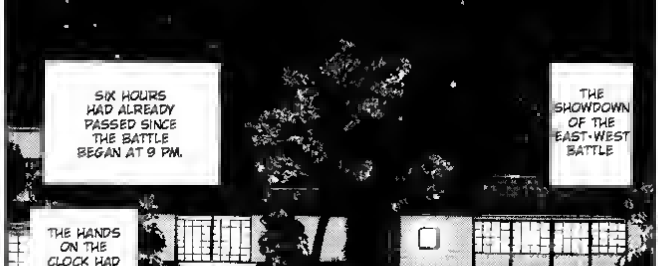
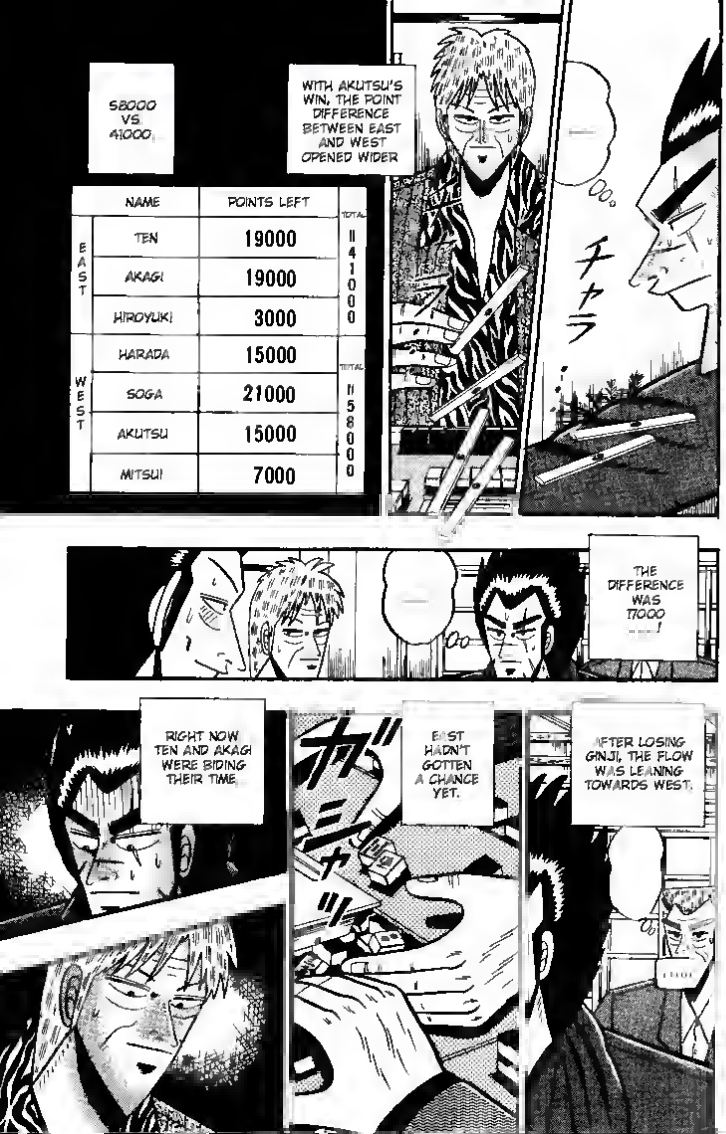
CHAPTER 71
THE GENIUS AND
THE DRAGON


SIX HOURS HAD ALREADY PASSED SINCE THE BATTLE BEGAN AT 9 PM.
THE HANDS ON THE CLOCK HAD SWUNG AROUND TO
THE SHOWDOWN OF THE EAST-WEST BATTLE

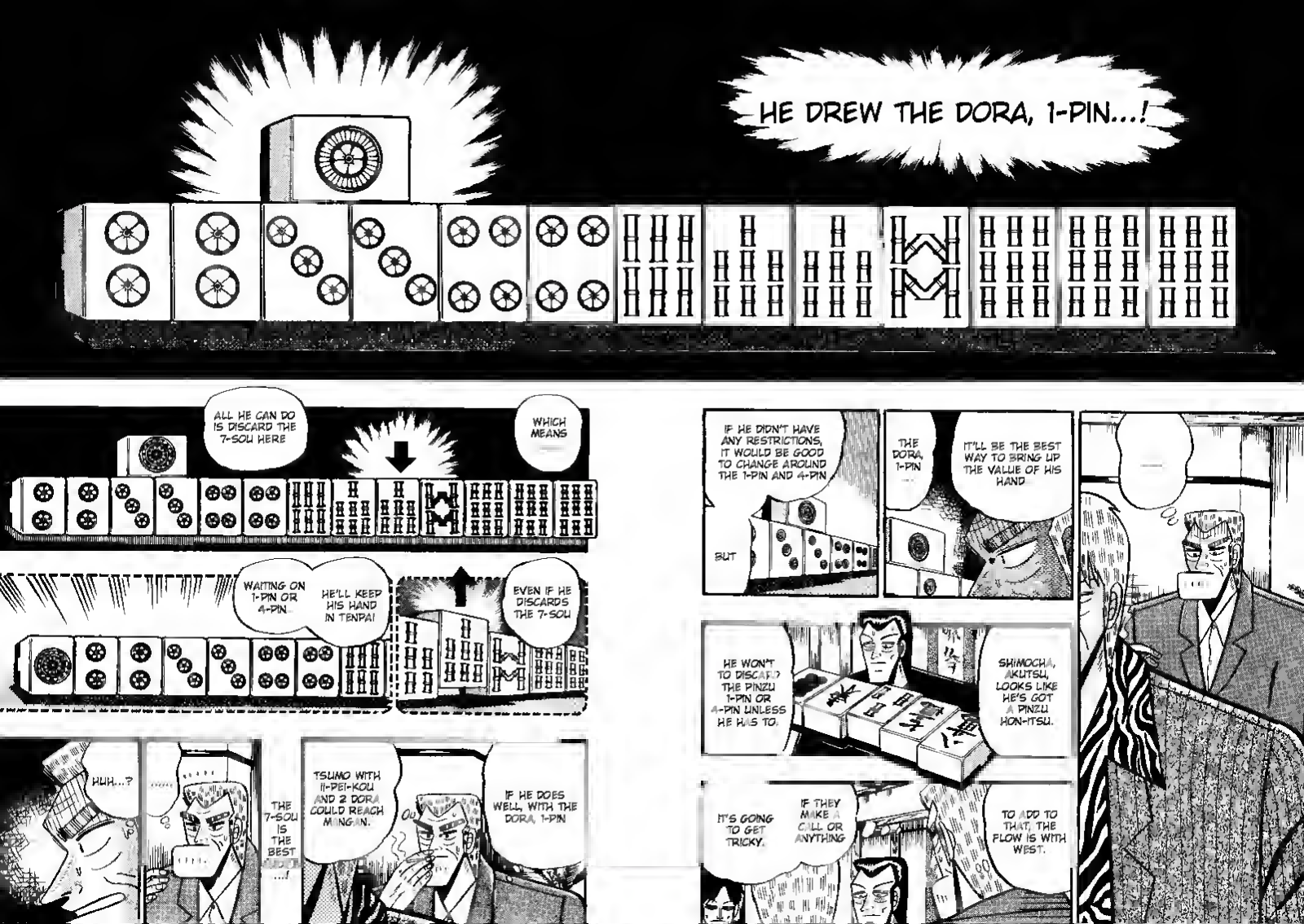
TSUMO ...!
THE WINDS WERE BLOWING IN WEST'S FAVOR.
IT WAS NOW THE SOUTH 4TH ROUND OF THE 5TH HAN-CHAN.

URGH ...
MANGAN...!
TAN-YAO PIN-FU SAN-SHOKU.


58000 VS 41000!
WITH AKUTSU'S WIN, THE POINT DIFFERENCE BETWEEN EAST AND WEST OPENED WIDER
NAME
POINTS LEFT
EAST
TEN 19000
AKAGI 19000
HIROYUKI 3000
TOTAL = 41000
WEST
HARADA 15000
SOGA 21000
AKUTSU 15000
MITSUI 7000
TOTAL = 58000
チャラ
THE DIFFERENCE WAS 17000 ...!
RIGHT NOW TEN AND AKAGI WERE BIDING THEIR TIME.
EAST HADN'T GOTTEN A CHANCE YET.
AFTER LOSING GINJI, THE FLOW WAS LEANING TOWARDS WEST.

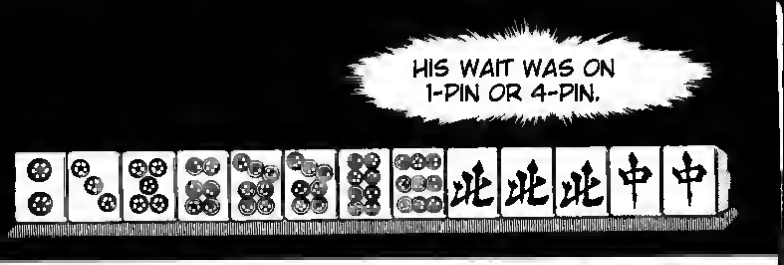
DEALER WAS HARADA FROM WEST...
EAST 2ND ROUND
THE WINDS SHIFTED AROUND TO THE 6TH HAN-CHAN
HE WOULD SWITCH AFTER A MERE TWO DISCARDS...
BECAUSE HE PLAYED 8 TURNS IN THE PREVIOUS ROUND
BUT HARADA WOULD SOON SWITCH
AKUTSU, WHO HAD SWITCHED IN.
THIRD TURN.
SOGA TO MITSUI.
IT WENT FROM HARADA TO AKUTSU.

NOTHING OVER-SHADOWING THEIR GOOD FORTUNE.
IN THREE TURNS, HE WAS ALREADY IN II-SHAN-TEN.
WEST WAS RIDING THE FLOW THIS ROUND TOO, AS USUAL.
HE WASN'T LOSING IN TERMS OF SPEED AGAINST WEST
GOT TO TENPAI BY THE 4TH TURN...!
AKAGI WAS ALSO FAVORED THIS ROUND.
A MEDIOCRE HAND
BUT
ON THE 5TH TURN ...!
AND THEN WHAT MET HIM

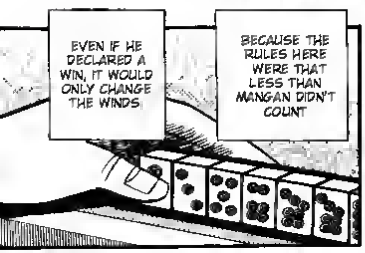

HE DREW THE DORA, 1-PIN...!
ALL HE CAN DO IS DISCARD THE 7-SOU HERE
WHICH MEANS
WAITING ON 1-PIN OR 4-PIN...
HE'LL KEEP HIS HAND IN TENPAI
EVEN IF HE DISCARDS THE 7-SOU
HUH...?
.....
THE 7-SOU IS THE BEST ...!
TSUMO WITH II-PEI-KOU AND 2 DORA COULD REACH MANGAN.
IF HE DOES WELL, WITH THE DORA, 1-PIN
IF HE DIDN'T HAVE ANY RESTRICTIONS, IT WOULD BE GOOD TO CHANGE AROUND THE 1-PIN AND 4-PIN
BUT
THE DORA, 1-PIN ...
IT'LL BE THE BEST WAY TO BRING UP THE VALUE OF HIS HAND
HE WON'T TO DISCARD THE PINZU 1-PIN OR 4-PIN UNLESS HE HAS TO.
SHIMOCHA, AKUTSU, LOOKS LIKE HE'S GOT A PINZU HON-ITSU.
IT'S GOING TO GET TRICKY.
IF THEY MAKE A CALL OR ANYTHING
TO ADD TO THAT, THE FLOW IS WITH WEST.

URGH...
IT'S A TOTALLY UNTHINKABLE MOVE TO MAKE WHEN IT COULD BE CALLED ON
THAT'S CRAZY

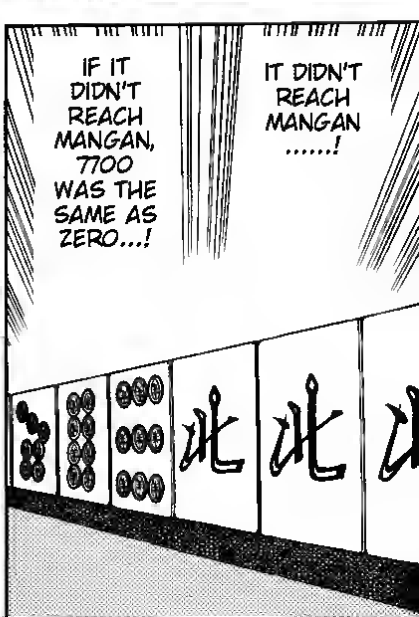
YES.
RECKLESS AS USUAL...
HE'S ALREADY DISCARDING PINZU, EVEN
IF AKAGI ISN'T CAREFUL, HE COULD EVEN DEAL IN
NO
HIS HAND WAS PINZU HON-ITSU
AT THAT TIME, AKUTSU WAS IN TENPAI...
IN THE END, GINJI'S PREDICTION WAS CORRECT


HIS WAIT WAS ON 1-PIN OR 4-PIN.

AKUTSU'S HAND A CLOSED HON-ITSU, WAS ONLY 7700 POINTS.
AKUTSU COULDN'T LAY DOWN A WINNING HAND
IT WAS HIS WINNING TILE, BUT
THERE WAS NOTHING HE COULD DO.
WAS HIS WINNING TILE...!
THE 4-PIN THAT AKAGI DISCARDED

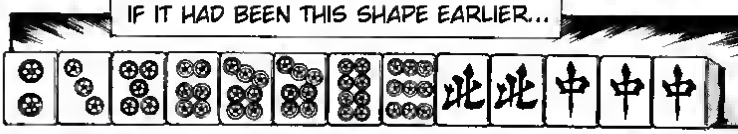

EVEN IF HE DECLARED A WIN, IT WOULD ONLY CHANGE THE WINDS.
BECAUSE THE RULES HERE WERE THAT LESS THAN MANGAN DIDN'T COUNT

URGH...
THIS HAND WAS TOO GOOD TO LET IT END THAT WAY.
SHIT...


IF IT DIDN'T REACH MANGAN, 7700 WAS THE SAME AS ZERO...!
IT DIDN'T REACH MANGAN .....!

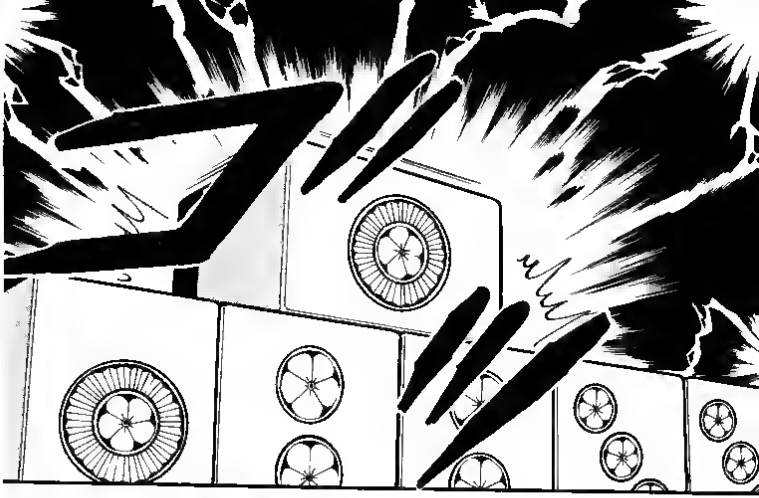
CHUN...!
ｱｱｱ...

I WOULD HAVE GOTTEN AKAGI WITH THAT 4-PIN!
IF I'D GOTTEN THIS CHUN A TURN EARLIER, I WOULD HAVE HAD A HON-ITSU MANGAN HAND
DAMN...

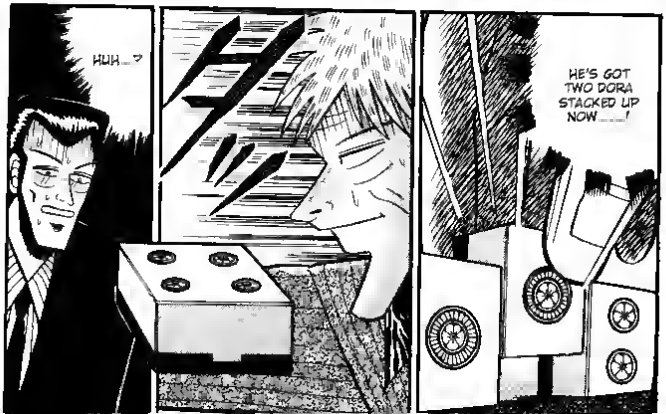

IF IT HAD BEEN THIS SHAPE EARLIER...

IT'LL COME OUT.
I'LL WAIT FOR THAT.....
IF HE GET'S 1-PIN OR 4-PIN AGAIN IN THE NEXT 2-3 TURNS
WE'RE STILL IN THE EARLY STAGES...
NO NEED TO RUSH.
NOTHING I CAN DO NOW.
CH'

A PE! FROM HIS HAND
READY TO WIN? OR II-SHAN-TEN ?
I WON'T DECLARE RICH!
THAT 1-PIN WAS AKUTSU'S WINNING TILE
IT'S TIME I FELT OUT THE SITUATION
EITHER WAY TO PROTECT AKAGI
ACCEPTING THAT, AKAGI--
THAT WAS THE PLAN.
BUT WEST WAS GOING TO LEAVE HIROYUKI HALF-ALIVE
SO HE LET IT PASS.
IF HE WON, HIROYUKI WOULD GO BELOW ZERO.
THEY'D RATHER LEAVE HIM ALIVE TO DRAG DOWN TEN AND AKAGI.
IT WOULD BE EASY TO TAKE HIM OUT BUT

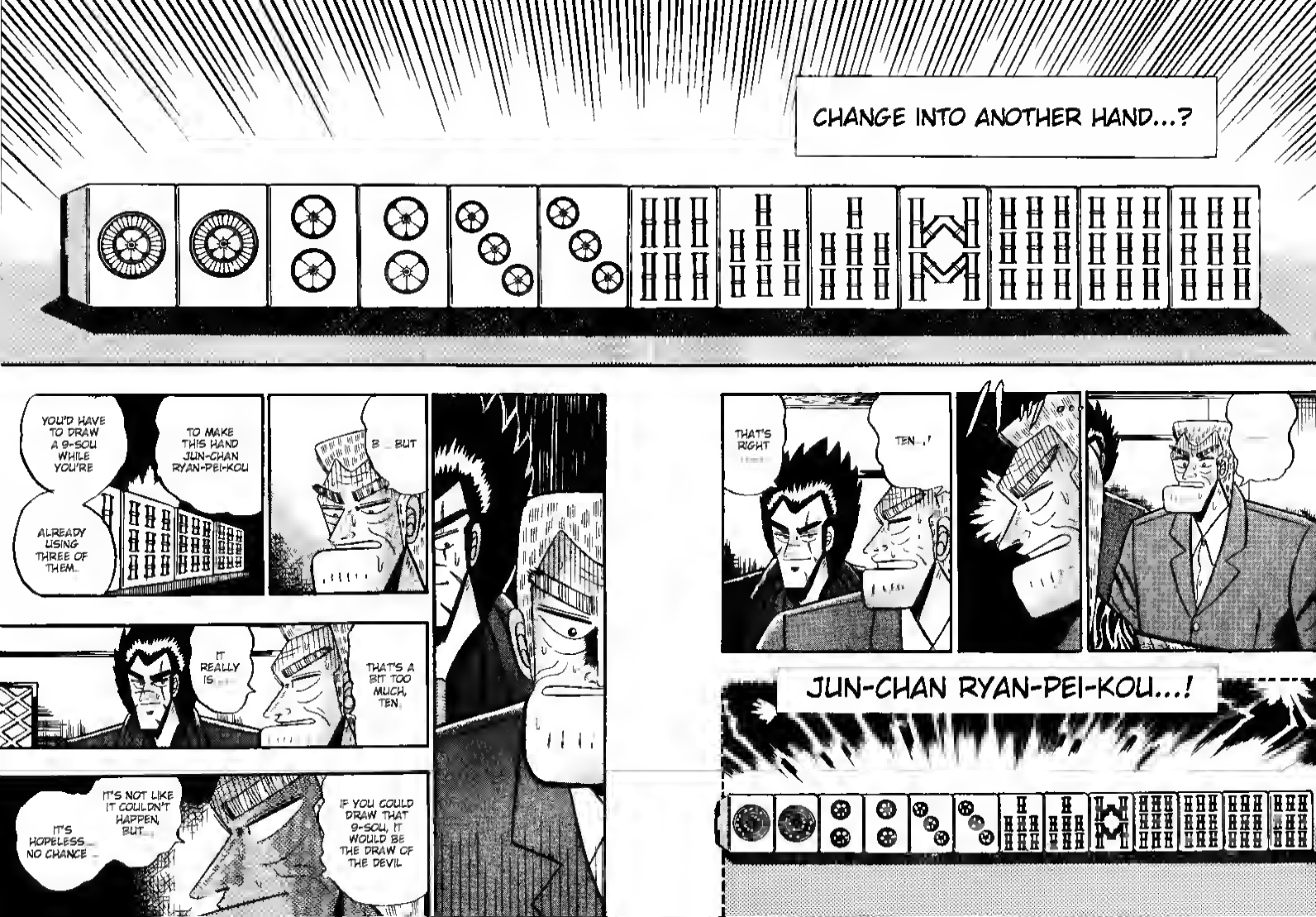


URGH...


HUH...?
HE'S GOT TWO DORA STACKED UP NOW.....!

BUT
GH...
ONCE AGAIN AKAGI PLAYED HIS WINNING TILE
A SECOND 4-PIN...
IN THE SAME TURN HIROYUKI PLAYED THE 1-PIN
HE COULDN'T WIN.
BUT ON THE OTHER HAND
AKAGI HADN'T COMPLETED HIS HAND EITHER
NOT JUST ONCE BUT TWICE NOW
THIS IS REALLY BAD TIMING
AM I GOING TO FAIL, THIS ROUND...?
IT COULD BE SEEN AS FAILURES ALL AROUND

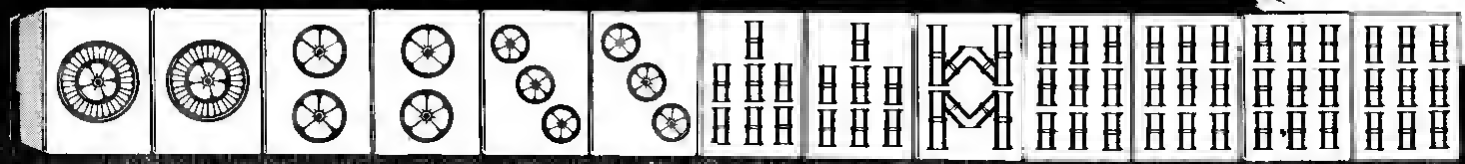
HUH...?
NO... THAT WASN'T A MISTAKE...
AKAGI'S GOT HIS EYES ON SOMETHING BIGGER.
I GET THE GENERAL IDEA OF WHAT YOU'RE THINKING, GINJI
YOU PROBABLY HAVE THE RIGHT IDEA, BUT...
TEN...
BIGGER...?
HUH?
WILL CHANGE INTO ANOTHER HAND...!
IN SHORT
THIS HAND


CHANGE INTO ANOTHER HAND...?
YOU'D HAVE TO DRAW A 9-SOU WHILE YOU'RE
TO MAKE THIS HAND JUN-CHAN RYAN-PEI-KOU
ALREADY USING THREE OF THEM...
B... BUT
IT REALLY IS...
THAT'S A BIT TOO MUCH, TEN...
IT'S HOPELESS... NO CHANCE...
IT'S NOT LIKE IT COULDN'T HAPPEN, BUT...
IF YOU COULD DRAW THAT 9-SOU, IT WOULD BE THE DRAW OF THE DEVIL
THAT'S RIGHT...
TEN...!
JUN-CHAN RYAN-PEI-KOU...!

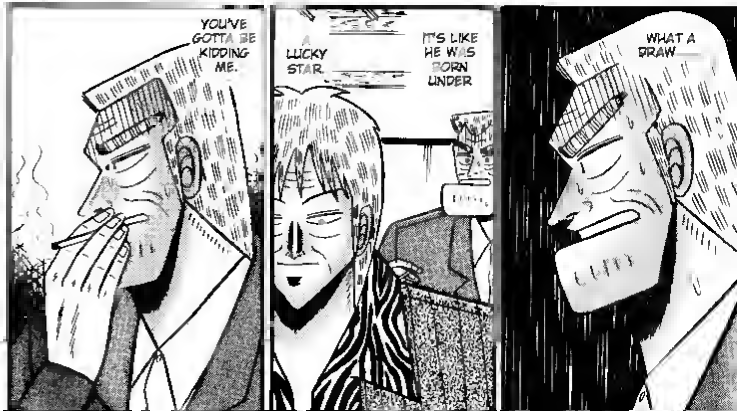
BUT NEXT TURN, AKAGI ...!
!!
.....

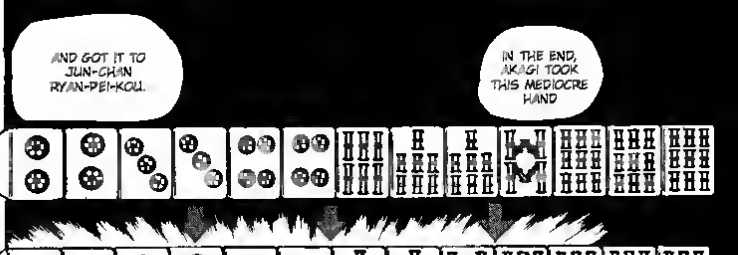
HUH ...?
COULD IT BE ...?
THAT'S RIDIC-ULOUS ...!

AKAGI: JUN-CHAN RYAN-PEI-KOU!

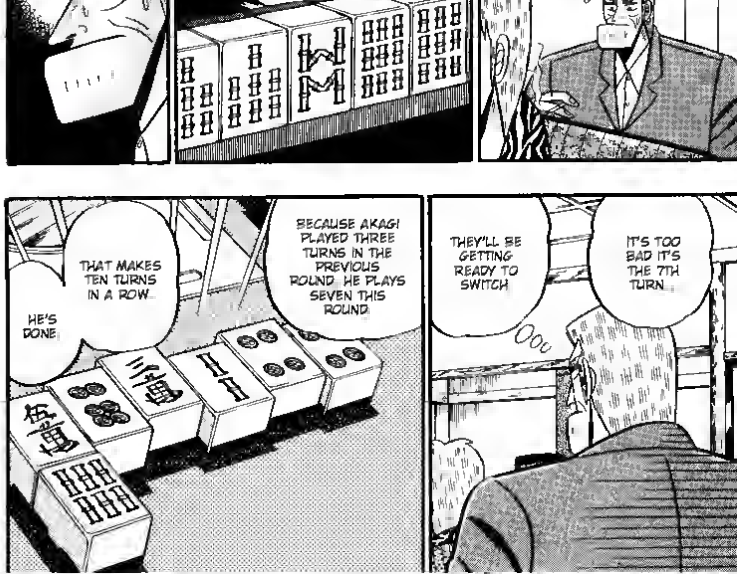


YES, THINGS WE CAN'T EVEN IMAGINE ...
HE SEES CLEAR THROUGH TO THEM...
AKAGI SEES THINGS WE CAN'T.
HE NATURALLY HAS DIFFERENT CREATIVE ABILITIES AND DECISION MAKING SKILLS..
FOR HIS HAND




AND GOT IT TO JUN-CHAN RYAN-PEI-KOU.
IN THE END, AKAGI TOOK THIS MEDIOCRE HAND

BUT...
HE JUST NEEDS TO DRAW THE 8-SOU
FOR THE VITAL POINT
WITH TWO DORA, IT'S A BAIMAN HAND
IN TENPAI IN A MERE 7 TURNS.

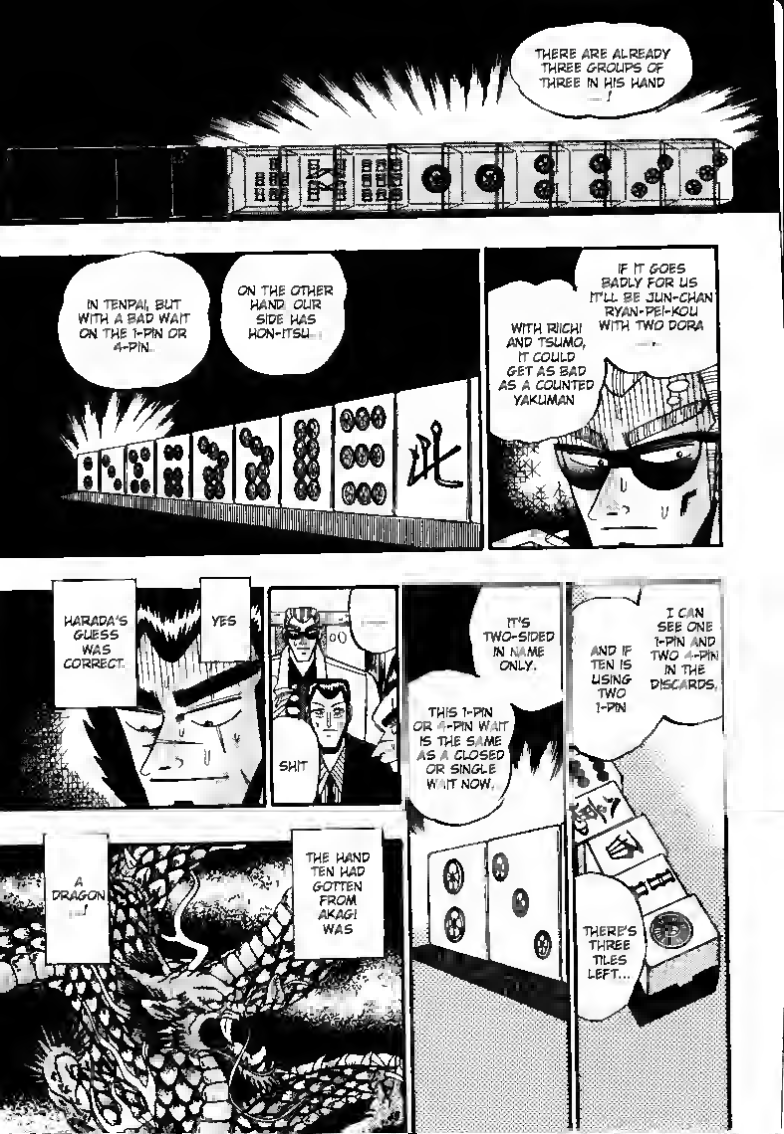

THAT MAKES TEN TURNS IN A ROW.
HE'S DONE.
BECAUSE AKAGI PLAYED THREE TURNS IN THE PREVIOUS ROUND. HE PLAYS SEVEN THIS ROUND.
THEY'LL BE GETTING READY TO SWITCH
IT'S TOO BAD IT'S THE 7TH TURN.

TEN NOW HOLDS .....!
IT'S LEFT TO TEN
IN THE END, WHETHER OR NOT THIS HAND WILL BE COMPLETED
GOES TO THE NEXT PERSON.
THIS HAND'S FATE...!
JUN-CHAN RYAN-PEI-KOU.
CREATED A DRAGON FROM A MEDIOCRE HAND.
AKAGI SHIGERU IS A GENIUS
THIS DRAGON THAT AKAGI RAISED
NEXT IS TEN ...!
HE'S SHOWN HOW EXCEPTIONAL HE IS.
AND WITH THAT GENIUS

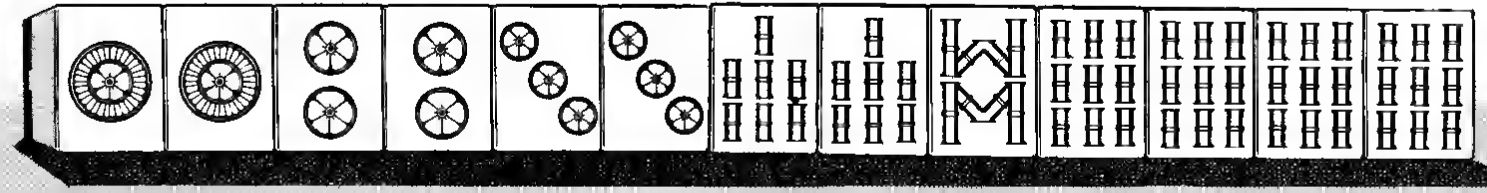
WILL HE LEAD IT TO THE HEAVENS ...?
THIS DRAGON, CLIMBING UP OUT OF THE VOID WITH CLAWS AND FANGS

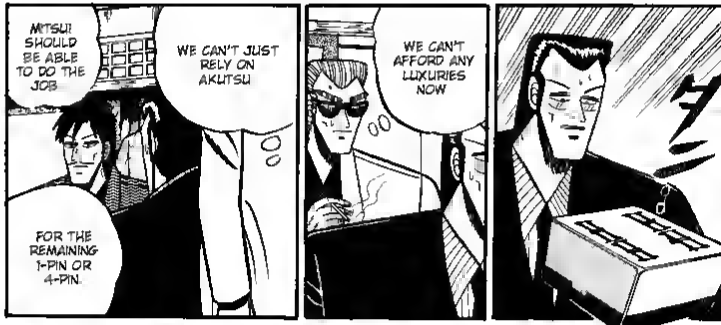
CHAPTER 72
FLYING DRAGON CUTS THROUGH THE GROUND

6TH BATTLE OF THE EAST-WEST SHOWDOWN
ざわ
ざわ..
THIS DOESN'T LOOK GOOD
ざわ..
THE DISCARDS OVER ON TEN'S SIDE.
WHICH MEANS
PROGRESS FROM AN AVERAGE HAND TO JUN-CHAN, ISN'T IT?
AND THE LAST DISCARDS ARE 4-PIN AND 6-SOU.


THERE ARE ALREADY THREE GROUPS OF THREE IN HIS HAND...!
IN TENPAI, BUT WITH A BAD WAIT ON THE 1-PIN OR 4-PIN...
ON THE OTHER HAND, OUR SIDE HAS HON-ITSU...
IF IT GOES BADLY FOR US IT'LL BE JUN-CHAN RYAN-PEI-KOU WITH TWO DORA...
WITH RICHI AND TSUMO, IT COULD GET AS BAD AS A COUNTED YAKUMAN
HARADA'S GUESS WAS CORRECT.
YES
SHIT
IT'S TWO-SIDED IN NAME ONLY.
THIS 1-PIN OR 4-PIN WAIT IS THE SAME AS A CLOSED OR SINGLE WAIT NOW.
I CAN SEE ONE 1-PIN AND TWO 4-PIN IN THE DISCARDS.
AND IF TEN IS USING TWO 1-PIN
THERE'S THREE TILES LEFT...
A DRAGON...!
THE HAND TEN HAD GOTTEN FROM AKAGI WAS

JUN-CHAN RYAN-PEI-KOU




MITSUI SHOULD BE ABLE TO DO THE JOB
WE CAN'T JUST RELY ON AKUTSU
FOR THE REMAINING 1-PIN OR 4-PIN.
WE CAN'T AFFORD ANY LUXURIES NOW

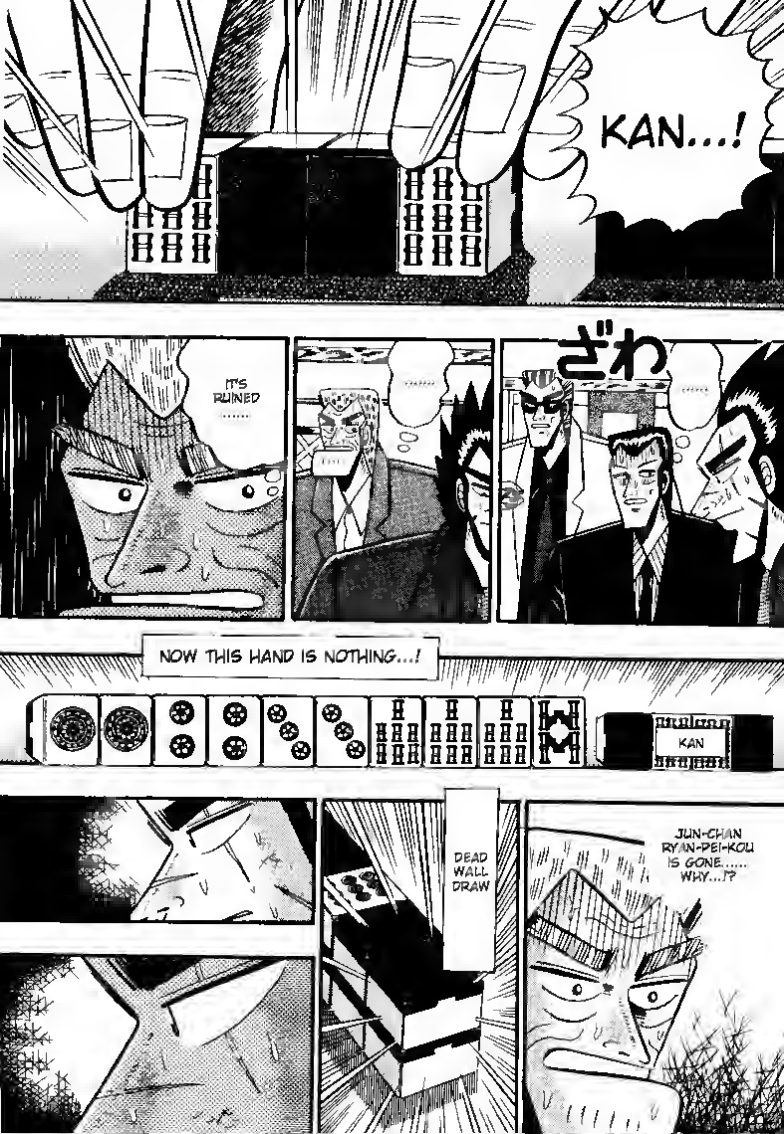
AT THIS TIME, IN MITSUI'S HAND
BUT
WE CAN'T HELP THAT HE'D GO BELOW ZERO BY DEALING INTO A MUNGAN.
IT'D BE AN EMERGENCY ESCAPE ROUTE.
IF HE COULD GET IT, HE COULD DEAL IN ON PURPOSE.

HE GOT THE 4-PIN
MITSUI DREW THE 4-PIN HERE...!
YEAH
REALLY ?
MITSUI DIDN'T MOVE !
BUT
NOW DISCARD THAT 4-PIN
GOOD... GOOD JOB, MITSUI...!
DEAL IN, AND THE ROUND WILL BE OVER.
HUH?
ざわ..
WHAT .....?

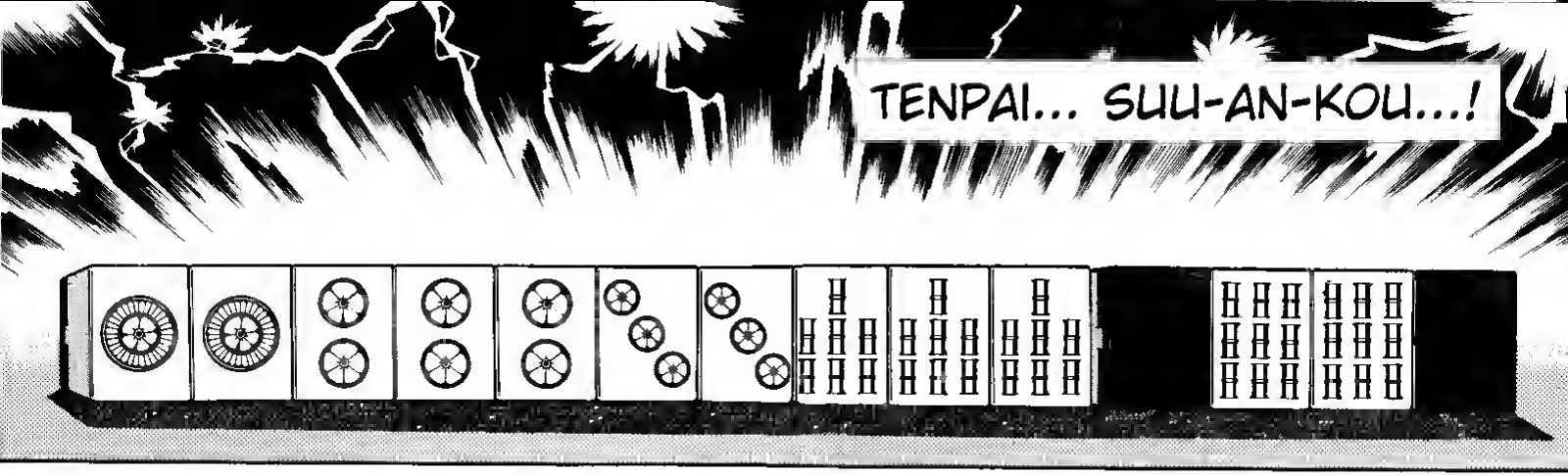
WHY? WHY DIDN'T YOU DISCARD IT...?
I'M NOT GOING TO DEAL IN
WITH THE MANGAN TSUMO FROM AKUTSU LAST TIME I WENT DOWN FROM 9000 TO 7000
IF I'M HIT WITH MANGAN HERE IT'S ALL OVER
I'M NOT GOING TO MESS AROUND HERE...
IF THEY WANT SOMEONE TO DEAL IN ON PURPOSE, THEY CAN LET SOGA DO IT
HE'S GOT THE EXTRA POINTS, AND WE'LL SWITCH IN ANOTHER FIVE TURNS
WHAT THE HELL...
WEST UNEXPECTEDLY LOST THEIR STRIDE...
TEN CAUGHT WIND OF THAT...
OKAY
NOW
MITSUI WON'T BE DEALING IN...
UNTIL SOGA COMES IN, IN ANOTHER FIVE TURNS
IN THIS BRIEF DELAY... I HAVE TO GET IT...!
JUN-CHAN, RYAN-PEI-KOU
GOTTA DRAW THE 8-SOU!

HE DREW THE 7-SOU...!
.....
!!-PEI-KOU, TSUMO, TWO DORA, THAT MAKES IT MANGAN...
A WIN ...!
AKAGI...
THIS SHOULD DO, HERE ...!
Ou!!!!

THE PULSE OF THE EARTH.
I HAVE A HUNCH.
FOR ANOTHER FOUR TURNS
I'M GOING TO HAVE TO PLAY RECKLESSLY
IN THAT CASE
HUH?
DO WHAT YOU WANT.
HEH HEH
HE'S GOING TO LET THIS WIN PASS HIM BY...?
COULD IT BE...
TEN...!?
DIVE?
?
THIS DRAGON IS GOING TO DIVE UNDER-GROUND...!

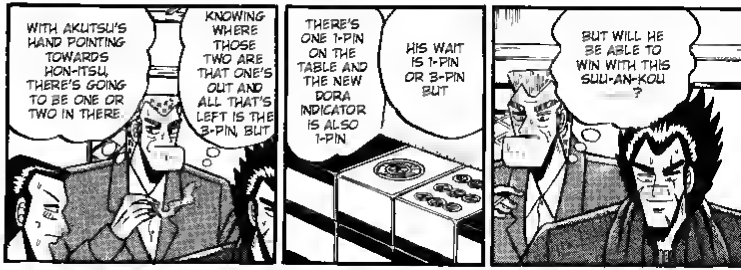

KAN...!
IT'S RUINED
.....
.....
ざわ
.....
NOW THIS HAND IS NOTHING...!
KAN
DEAD WALL DRAW
JUN-CHAN RYAN-PEI-KOU IS GONE..... WHY...!?

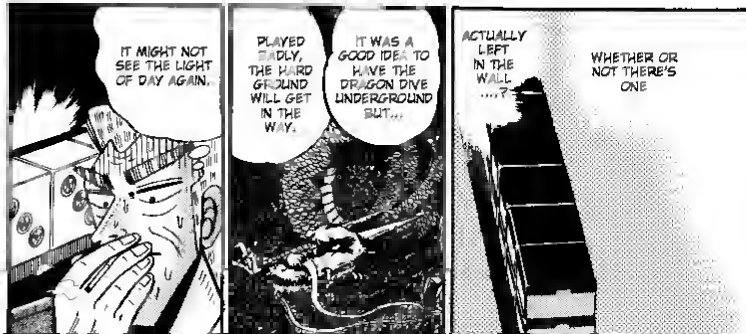
WHAT...?
CHANGED IN ONE TURN TO BE REBORN AS...!
WHAT THE HELL
UP UNTIL JUST A MINUTE AGO IT WAS LIKE THIS
JUN-CHAN RYAN-PEI-KOU


TENPAI... SUU-AN-KOU...!

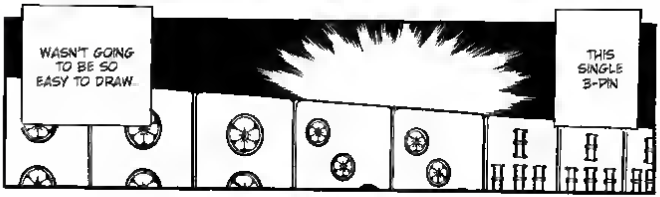
PROBABLY A CLOSED TRIPLE OF 7-SOU...
WHEN HE WAS AFTER JUN-CHAN, KAN ON THE 9-SOU AND DISCARD 8-SOU MEANS...
THIS ISN'T GOOD
ざわ・・・

DRAW IT...!
.....AKUTSU....!
WE CAN'T BE LAZING AROUND
RIGHT NOW
THIS HON-ITSU HAS TO WIN FIRST, NO MATTER WHAT.....
RIGHT NOW, HE'S IN !!-SHAN-TEN OR... WORST CASE TENPAI...
TEN'S MOVING TOWARDS SUU-AN-KOU...


WITH AKUTSU'S HAND POINTING TOWARDS HON-ITSU, THERE'S GOING TO BE ONE OR TWO IN THERE
KNOWING WHERE THOSE TWO ARE THAT ONE'S OUT AND ALL THAT'S LEFT IS THE 3-PIN, BUT
THERE'S ONE 1-PIN ON THE TABLE AND THE NEW DORA INDICATOR IS ALSO 1-PIN
HIS WAIT IS 1-PIN OR 3-PIN BUT
BUT WILL HE BE ABLE TO WIN WITH THIS SUU-AN-KOU ?


IT MIGHT NOT SEE THE LIGHT OF DAY AGAIN.
PLAYED BADLY, THE HARD GROUND WILL GET IN THE WAY.
IT WAS A GOOD IDEA TO WAVE THE DRAGON DIVE UNDERGROUND BUT...
ACTUALLY LEFT IN THE WALL ....?
WHETHER OR NOT THERE'S ONE

TEN DIDN'T DRAW HIS TILE EITHER.
BUT
MITSUI WOULDN'T DEAL IN, AND WEST'S STRUGGLE CONTINUED
BUT HE DIDN'T


WASN'T GOING TO BE SO EASY TO DRAW.
THIS SINGLE 3-PIN

HIROYUKI WAS BEHIND TEN
HIROYUKI SWITCHED WITH AKAGI.
11TH TURN
9TH TURN
AND 10TH TURN
NO LUCK.

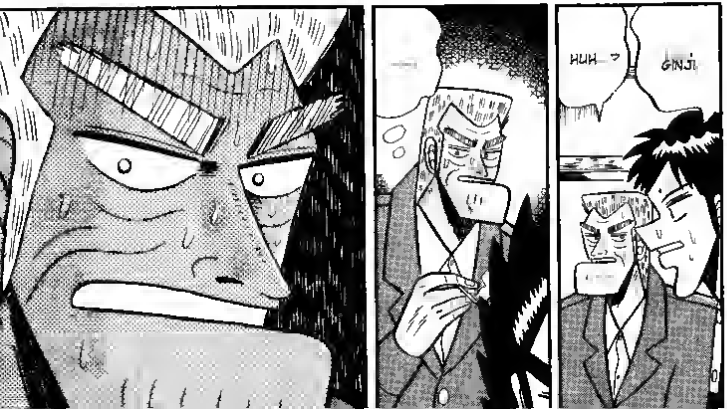
TEN, 11TH TURN
HIS WAIT IS ONLY ON THE 3-PIN.....
NO CHANCE AT THE 1-PIN.
SUU-AN-KOU ...!
URGH ...

LOOKS LIKE WE'LL BE FINE .....
PHEW.
.....
HIS LAST CHANCE WAS NEXT TURN, ONLY ONE MORE DRAW ...!
BUT... HE DIDN'T DRAW IT .....!
WHEN SOGA COMES IN NEXT TURN, HE'LL DEAL IN
I WASN'T COUNTING ON MITSUI TO BETRAY US BUT
IF TEN CAN'T WIN NOW, IT'S ALL OVER...!

12TH TURN
TEN'S LAST DRAW
3-PIN
IF HE CAN'T WIN NOW, IT'S OVER...!
NEXT TURN SOGA WILL DEAL IN
IF IT'S 3-PIN I'LL SEE THE PATTERN AT THE LEFT CORNER
IT HAS TO BE, 3-PIN...!
3-PIN...!

IT'S NO GOOD...!

IT'S OVER
HE DIDN'T GET SUU-AN-KOU


HUH...?
GINJI

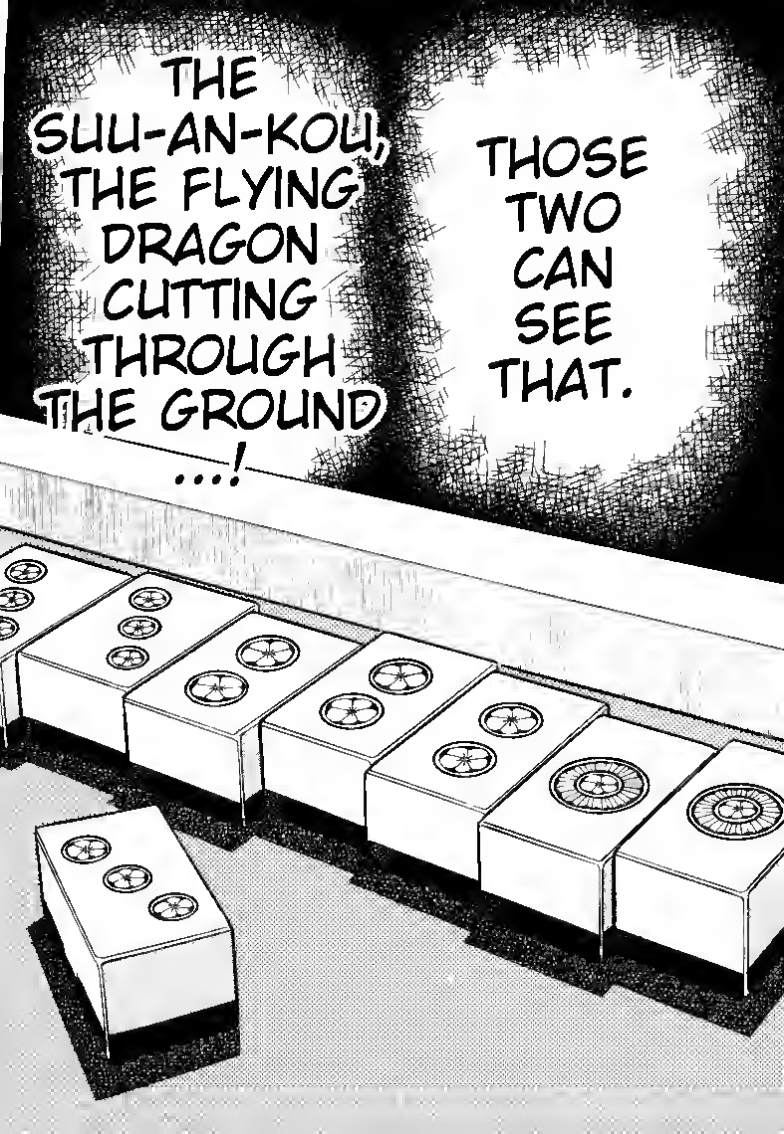
7-SOU ...!
KAN ...!
WHAT...?
COULD IT BE ...

THE DEAD WALL DRAW ...!
ONE MORE DRAW
URGH ...
.....
THE DRAGON .....
HUH ...?
H... HEY.

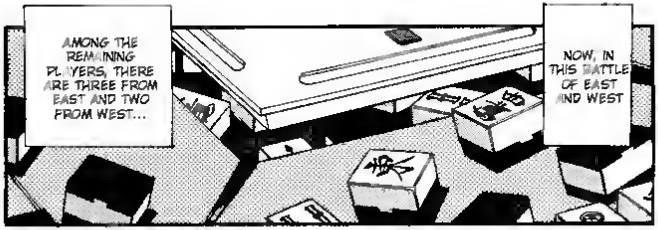
SPLIT THE EARTH ...!

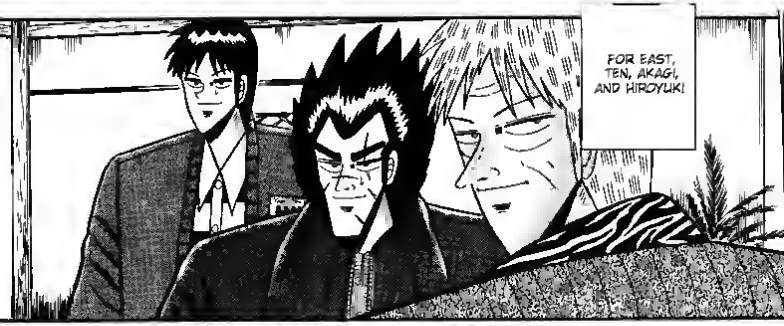
URGH ...
C-COULD IT REALLY BE...?
パラパラ...
パラ

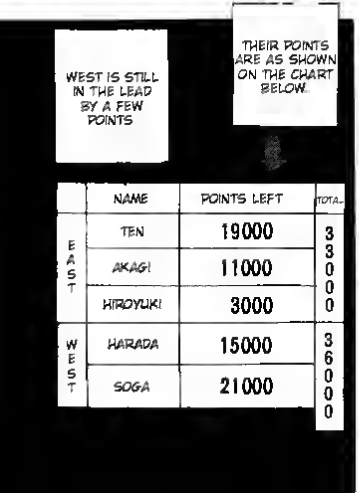
SUU-AN-KOU...!
WENT FROM A MEDIOCRE HAND
TO JUN-CHAN RYAN-PEI-KOU
TO FINALLY SUU-AN-KOU...!
IN THE END AKAGI AND TEN THIS TIME
A GODLY SKILL
HE DID IT...!
URGH
A FINE THREAD CONNECTED TO ITS FATE.
IF YOU CAN'T SEE THAT, IT'S HOPELESS.
WORK TOWARD IT ISN'T DONE THROUGH REASON OR LOGIC. IT'S A MORE... DIFFERENT ABILITY.
NOT SOMETHING YOU CAN WORK TOWARDS.
THE ROAD FROM THE MEDIOCRE HAND TO SUU-AN-KOU IS NARROW AND TREACHEROUS.
IT'S AN UNTHINKABLE GAME.
TURNING THE TIDE .....!
AKUTSU WITH 15000 AND MITSUI WITH 7000 BOTH WENT BELOW ZERO...!
HE TOOK OUT TWO FROM WEST IN ONE BLOW.
SLICING THROUGH FLESH AND BREAKING BONE.
IN EXCHANGE
WITH THIS SUU-AN-KOU, AKAGI ALSO LOST 8000 POINTS BUT


THE SUU-AN-KOU, THE FLYING DRAGON CUTTING THROUGH THE GROUND ...!
THOSE TWO CAN SEE THAT.

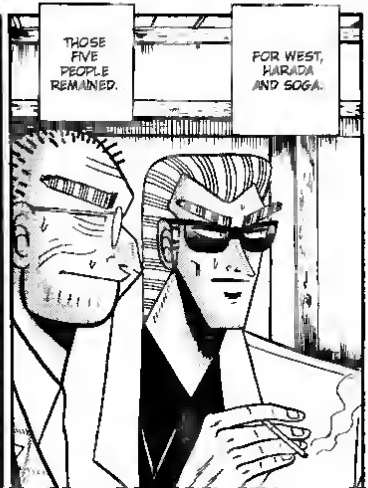
天
CHAPTER 73
BACKUP PLAN







	NAME	POINTS LEFT	TOTA...
EAST	TEN	19000	33000
	AKAGI	11000	
	HIROYUKI	3000	
WEST	HARADA	15000	36000
	SOGA	21000	



ざわ・・
ざわ・・

IF EITHER SOGA OR MYSELF DO BADLY AND GET DROPPED FROM THE GAME
THERE WILL BE FOUR PEOPLE LEFT IN THE FINAL BATTLE.
ONE FROM WEST, AGAINST THREE FROM EAST IN THE FINAL BATTLE...
IT'S FINALLY COMING DOWN TO A HEAD COUNT.
IN TERMS OF POINTS, WE'RE BARELY IN THE LEAD.
WE NEED TO ACT FAST...

SURE.
GIVE UP ON LEAVING HIM HALF-DEAD...
AND TAKE OUT HIROYUKI AND HIS 8000 POINTS...!
I'M NOT SAYING TO BE AMBITIOUS AND GO AFTER TEN OR AKAGI!
IF THAT HAPPENS, IT'S INEVITABLE THAT WE'LL LOSE...
TAKE OUT HIROYUKI...!
LET'S JUST GO AHEAD AND KILL OFF THE WEAK RIGHT AWAY
WE CAN'T KEEP JOCKEYING FOR POSITION ANY MORE

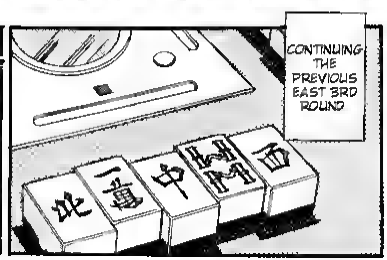
AFTER THEY'VE GOTTEN THIS FAR.
WEST'S GOAL IS OBVIOUS.
HEH HEH...
SINCE I'M ALREADY DYING IN THIS GAME
I DON'T THINK I'LL LIVE MUCH LONGER NOW ANYWAY...
I DON'T MIND...
HIROYUKI, THEY'RE GOING TO BE AFTER YOU THIS TIME
THEY'LL DO OPPOSITE OF WHAT THEY'VE BEEN DOING SO FAR.
HEH HEH...
HUH...?
DON'T SAY THAT, NOW.
THERE WON'T BE A RISK OF HURTING YOU GUYS.....
AND MORE IMPORTANTLY, I WON'T GET IN THE WAY OF YOU AND TEN.

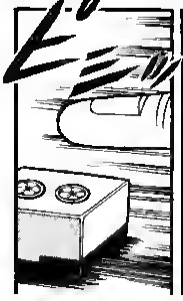
HIRO
B-BUT
TEN AND I HAVE POINTS TO SPARE IN THIS GAME
UH UMM
LIVE A BIT LONGER.
YOU DON'T HAVE TO TRY TO ACT COOL ABOUT IT.
I'M SURE YOU KNOW HOW IMPORTANT THAT IS
WHO WILL TAKE THE FINAL SEAT IN THE FINAL BATTLE...?
THEY'RE ALREADY GETTING DESPERATE BECAUSE THEY KNOW THAT
IF WE DO THAT, NATURALLY WEST WON'T HAVE A CHANCE.
WE CAN OVERWHELM THEM 3-TO-1 IN THE FINAL BATTLE.
IF EAST CAN TAKE THIS SEAT
UHH.....
THE WEIGHT OF THE 3000 POINTS YOU'RE HOLDING.
THE RESULT IS THAT THERE'S VALUE IN YOU LIVING A BIT LONGER.
HALF-DEAD OR NOT
DO YOU UNDERSTAND, HIRO...?

DON'T THINK LIKE THAT.
AND THAT THERE'S NOTHING YOU CAN DO ABOUT THAT...
YOU NEED TO GIVE UP YOUR 3000 POINTS
THE IDEA THAT FOR TEN AND MYSELF TO CONTINUE ON
ONE MORE THING.
GIVE UP ON THAT THOUGHT.
IT LOOKS LIKE YOU DON'T CARE IF YOU LOSE.
EVEN IF IT MEANS IT'LL GET MORE DANGEROUS.....
DON'T GET INTO A FIGHT WITH THE IDEA OF LOSING
SO
HOLDING YOUR GROUND.
RIGHT NOW, IN THESE CIRCUMSTANCES BEING STRONG MEANS
THERE ARE TIMES WHEN YOU'LL BE STRONG ENOUGH TO "GO FORWARD" TOO.
BUT

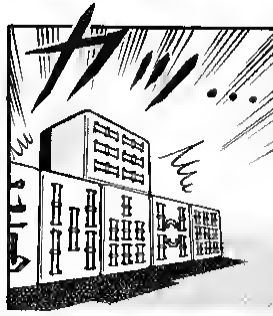
ざわ・・・
ざわ・・・
THE MATCH RESUMES

I'VE BEEN THINKING ABOUT IT THE WRONG WAY
THAT'S RIGHT
I'LL DEFEND THESE 3000 POINTS NO MATTER WHAT IT TAKES
I'LL STAY ALIVE
HOW COULD I THINK OF GIVING UP?
HOLDING YOUR GROUND


CONTINUING THE PREVIOUS EAST 3RD ROUND



RIGHT NOW, IN THESE CIRCUM-STANCES, BEING STRONG MEANS


BE STRONG・・・HIRO

EVERYONE WHO'S BEEN ELIMINATED SO FAR.....!
AS A WAY OF REPAYING
チラ
HARADA'S HAND LOOKS LIKE CHII-TOI-TSU

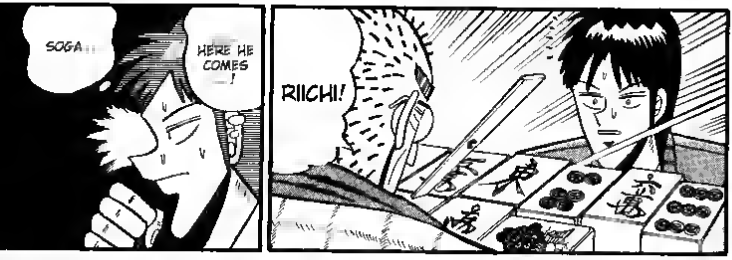
AND SOGA ...?
さわ
THOSE DISCARDS ARE.....
SOGA IS AFTER CHII-TOI-TSU TOO ...?
.....
I SEE .....

BETWEEN THOSE TWO
IT'S AN OBVIOUS COOPERATIVE FRONT

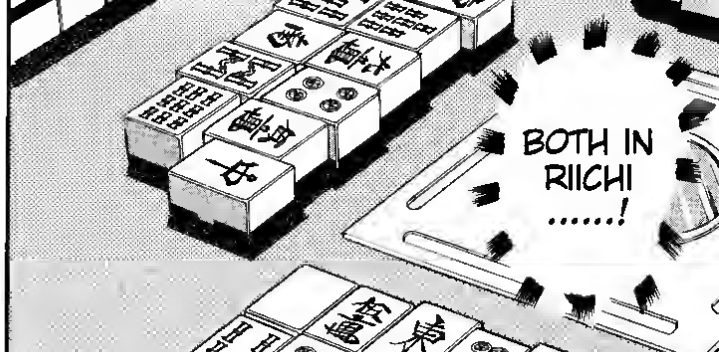
FOR HARADA TO GET A DIRECT HIT FROM A PERSON DOING THAT...
IT'S A DIFFICULT TASK
I'M PLAYING CAREFULLY.
WHEN I'M TRYING TO AVOID THAT
WEST PROBABLY WANTS TO GET A DIRECT HIT ON ME SOMEHOW BUT

I'M SURE THEY'D RATHER RON THAN TSUMO...
THEY'RE LIMITING THEIR YAKU TO CHII-TOI-TSU
SO THEY GO FOR A WAIT THAT'S FORTUNATELY HARD TO PREDICT.
THERE'S NO EFFECTIVE CAMOUFLAGE FOR A SITUATION LIKE THIS.

10TH TURN.
A STRATEGY AIMED AT GETTING A DIRECT HIT ON ME IN THE END
SOGA...


SOGA...
HERE HE COMES...!
RIICHI!

HARADA TOO.....
HUH...?
RIICHI.
11TH TURN


BOTH IN RIICHI .....!

SHIT

PRETTY LOW ON THE SCALE
EVEN THOUGH CHII-TOI-TSU IS

IT TURNS INTO MANGAN.
WITH RIICHI, IF THEY CAN GET TWO URA-DORA

THIS IS BAD

HIROYUKI EVADED.
I CAN'T RISK DEALING IN.
IT WOULD GET TO MANGAN
IF I COULD RICH!
BUT
I'M READY TO GO OUT...!
AND AFTER 3 TURNS, ON THE 14TH TURN
HE FELL BACK A STEP
WITHOUT DECLARING RICH! SO IT COULD GET TO MANGAN
HARADA

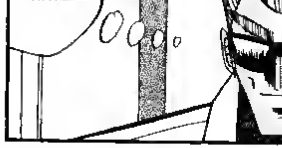
RIICHI, TSUMO, CHII-TOI-TSU ...!
バララ...
ざわ..
NO...
WHAT A MISTAKE I'VE MADE
SHIT
NO, THAT'S WRONG ...!
AS FAR AS ME DROPPING BELOW ZERO GOES...
IF THEY CAN GET URA-DORA
BUT I GUESS IT'S OKAY FOR THEM TO TSUMO TOO.
IT'S ONLY CHII-TOI-TSU
YEAH...

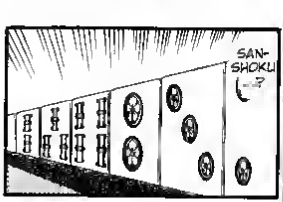
AND TWO URA-DORA, THAT ALONE IS
WITH RIICHI AND TSUMO
EVEN AN ORDINARY CHII-TOI-TSU
HANEMAN...!
WITH MY 3000 POINTS I'LL DROP BELOW ZERO IN AN INSTANT
BUT IT'S CERTAIN THAT IF THIS HAND GETS TWO URA-DORA, HANEMAN
I WAS CAUGHT UP IN THINKING ABOUT A DIRECT HIT. THE IDEA THAT THEY'D GET HANEMAN IF THEY TSUMO'D
HEH HEH HEH
OH CRAP
I DIDN'T EVEN THINK OF THAT

WEST'S STRATEGY HAS A BACKUP PLAN
WOULD GET HANEMAN IF THEY CAN GET TWO URA-DORA
WHICH WOULD MEAN THAT WEST
IT'S FINE FOR THEM TO TSUMO
IF I DEAL INTO A CHII-TOI-TSU'S INCIDENTAL WAIT, THAT WILL BE GOOD ENOUGH FOR THEM.
BUT EVEN IF I DON'T DEAL IN
THEY'RE NOT LEAVING IT UP TO OTHER PEOPLE'S DECISIONS...
MAKING THIS TSUMO RELATIVELY IMPORTANT.

URA-
DORA

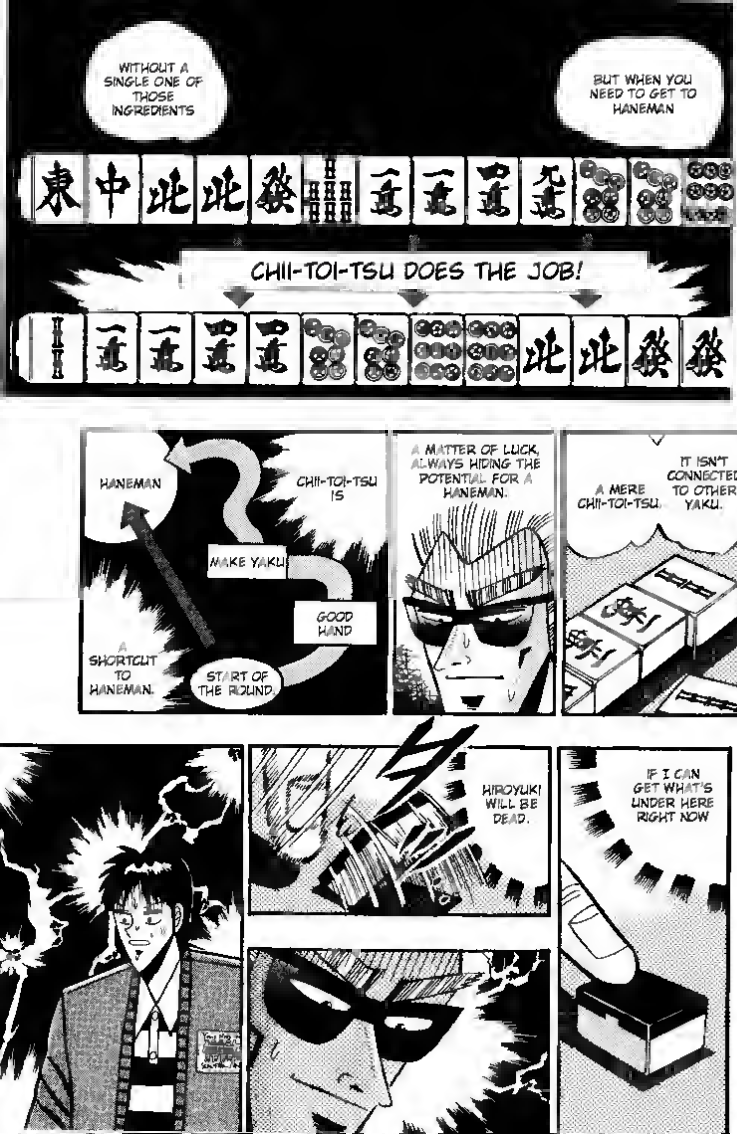
HEH
HEH...


SAN-
SHOKU
(...?


HON-ITSU...?
SITUATIONS
LIKE THAT.

NORMALLY, YOU
NEED TO CREATE
A HAND TO A
CERTAIN EXTENT.
OR TO PUT
IT ANOTHER
WAY, YOU
NEED TO
HAVE THE
MATERIALS
IN YOUR
STARTING
HAND.

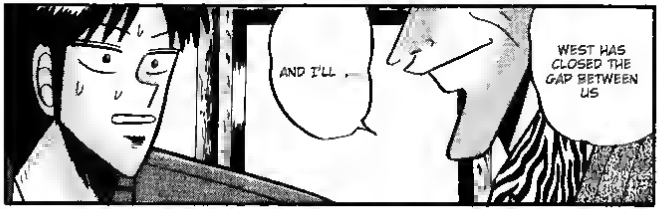
FORGET ABOUT
MANGAN, IF YOU'RE
GOING TO MAKE IT
TO HANEMAN

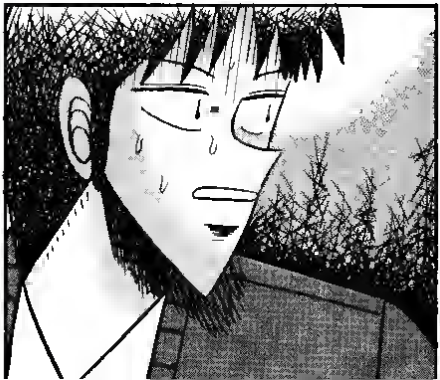

WITHOUT A SINGLE ONE OF THOSE INGREDIENTS
BUT WHEN YOU NEED TO GET TO HANEMAN
CHII-TOI-TSU DOES THE JOB!
HANEMAN
CHII-TOI-TSU IS
MAKE YAKU!
GOOD HAND
A SHORTCUT TO HANEMAN.
START OF THE ROUND.
A MATTER OF LUCK, ALWAYS HIDING THE POTENTIAL FOR A HANEMAN.
A MERE CHII-TOI-TSU.
IT ISN'T CONNECTED TO OTHER YAKU.
HIROYUKI WILL BE DEAD.
IF I CAN GET WHAT'S UNDER HERE RIGHT NOW

CH'
DIDN'T GET IT ...
PHEW

ゴト…ゴト…
ミナラ
THAT WAS CLOSE
BUT……
HOW SHOULD I RESPOND
TO WEST'S CHII-TOI-TSU ATTACK……?
EVEN IF I'M CAREFUL TO NOT DEAL IN
AND HAVE A SOLID DEFENSE, THEY'LL END UP GETTING URA-DORA AT SOME POINT.
IN THAT CASE……
DON'T RUSH IT.

EVEN WEST IS STRUGGLING
BECAUSE CHII-TOI-TSU IS LIKE FIGHTING AT CLOSE RANGE
FOR NOW, JUST WAIT
THERE ARE TIMES WHEN YOU'LL HAVE TO BUT
YEAH
FIGHTING AT CLOSE RANGE ?


AND I'LL
WEST HAS CLOSED THE GAP BETWEEN US



ACCEPT THEIR CHALLENGE !

CHAPTER 74
CLOSE-RANGE FIGHT

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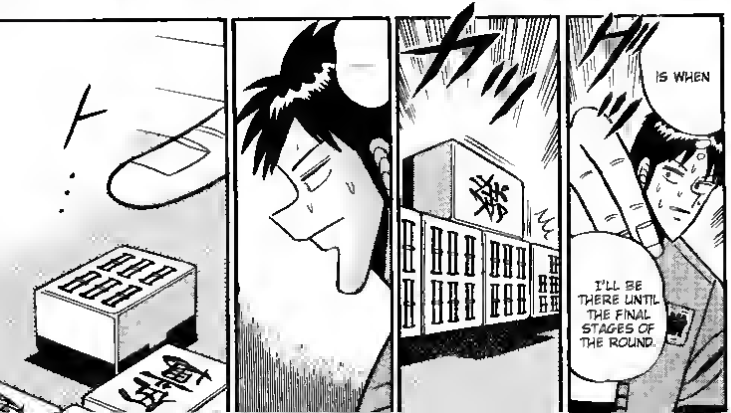
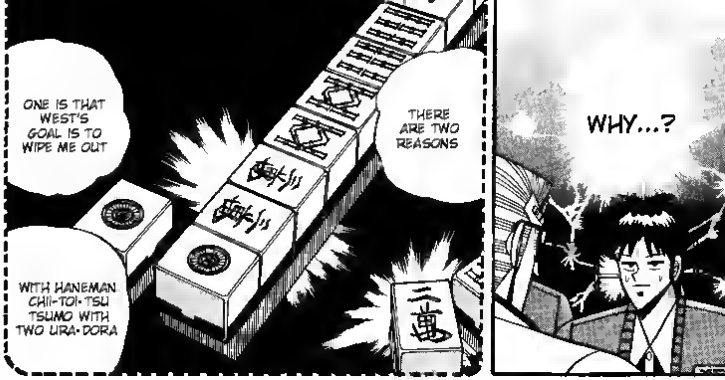
THE FINALS OF THE EAST-WEST BATTLE
EAST HAD THREE PEOPLE.
TEN, AKAGI AND HIROYUKI.
IN THIS LAST BATTLE
ONE OF THESE FIVE WOULD FALL
TO DETERMINE THE FOUR PEOPLE IN THE LAST BATTLE
LEAVING FIVE
NINE PEOPLE WERE ELIMINATED FROM THE INITIAL FOURTEEN
AT LAST, THE LONG BATTLE IS COMING TO ITS END, TOO.
THE FIGHT TO DECIDE THE FINAL FOUR IN THE LAST BATTLE.
HARADA AND SOGA
WEST HAD TWO PEOPLE LEFT.

I'LL ACCEPT THAT CHALLENGE.
CHII-TOI-TSU IS A CLOSE-RANGE FIGHT.
IT DOESN'T CHANGE THE SITUATION MUCH.....
THAT'S WHAT AKAGI SAID A LITTLE WHILE AGO, BUT
WEST'S CHII-TOI-TSU.
IT'S A HIT AND RUN BATTLE PLAN.
THERE ARE ROUNDS THAT THEY'RE CLEARLY PASSING UP, TOO
SURE, THEY'D BE GOING FOR A CLOSE-RANGE FIGHT, BUT
IF THEY DECLARED RIICHI EVERY ROUND
THAT'S NOT THE CASE.
RATHER
IT'S LESS OF A CLOSE-RANGE FIGHT

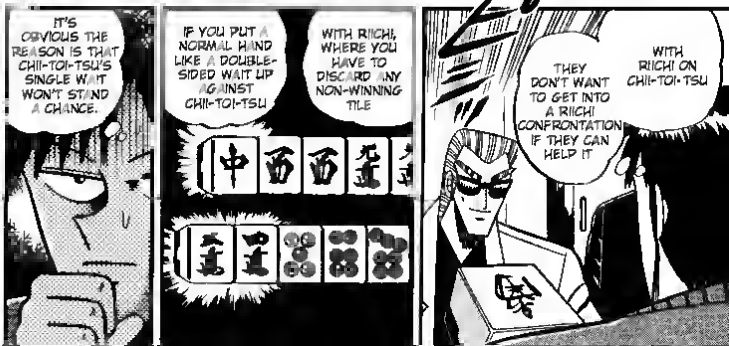
チャラ…
RIICHI…!

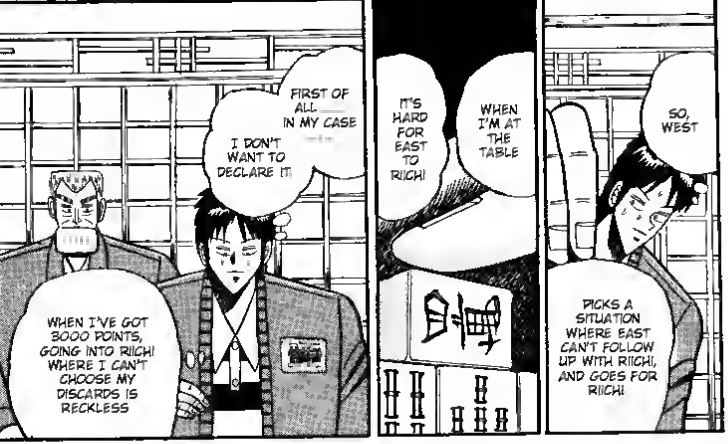
IN SHORT, WHEN THEY GO INTO ATTACK
WHEN WEST DECLARES RIICHI!
YEAH


IS WHEN
I'LL BE THERE UNTIL THE FINAL STAGES OF THE ROUND.


ONE IS THAT WEST'S GOAL IS TO WIPE ME OUT
THERE ARE TWO REASONS
WHY...?
WITH HANEMAN CHII-TOI-TSU TSUMO WITH TWO URA-DORA

THEY CAN CHASE ME DOWN WITH RIICHI.
WHEN I'M STILL AT THE TABLE
THE OTHER REASON IS
IF THEY DON'T RIICHI WHEN I'M AT THE TABLE
THE LEVEL OF DANGER IN DOING THAT DECREASES DRAMATICALLY
TSUMO WON'T MEAN ANYTHING


IT'S OBVIOUS THE REASON IS THAT CHII-TOI-TSU'S SINGLE WAIT WON'T STAND A CHANCE.
IF YOU PUT A NORMAL HAND LIKE A DOUBLE-SIDED WAIT UP AGAINST CHII-TOI-TSU
WITH RIICHI, WHERE YOU HAVE TO DISCARD ANY NON-WINNING TILE
WITH RIICHI ON CHII-TOI-TSU
THEY DON'T WANT TO GET INTO A RIICHI CONFRONTATION IF THEY CAN HELP IT


FIRST OF ALL IN MY CASE I DON'T WANT TO DECLARE IT
WHEN I'VE GOT 3000 POINTS, GOING INTO RIICHI WHERE I CAN'T CHOOSE MY DISCARDS IS RECKLESS
IT'S HARD FOR EAST TO RIICHI
WHEN I'M AT THE TABLE
SO, WEST
PICKS A SITUATION WHERE EAST CAN'T FOLLOW UP WITH RIICHI, AND GOES FOR RIICHI

BECAUSE OF ME WITH MY 3000 POINTS
IF IT GOES BADLY AND THEY GET TSUMO WITH RIICHI, I'LL END UP BELOW ZERO.
IT'S HARD FOR THEM TO RIICHI TOO
THAT IS, AKAGI OR TEN
OTHERS FROM EAST, TOO

AND AFTER FURITEN, THE IDEA THAT THEY COULD DEAL INTO AN OPPONENT'S HAND
IS ALL TOO POSSIBLE.
THEY CAN'T WIN IF THEY DRAW IT
IF THEY DRAW THEIR WINNING TILE BEFORE THAT
THEY DON'T HAVE A CHANCE LEFT
.....
THEY CAN ONLY WAIT FOR IT TO COME FROM AN OPPONENT.
IT WOULD BE GREAT IF IT DID JUST COME OUT BUT
IN THE END, EVEN IF THEY RIICHI

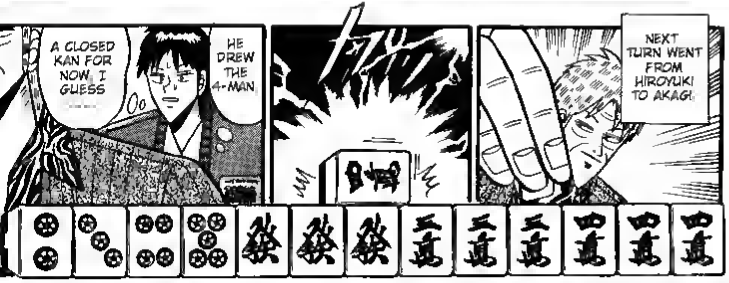
IT'S LIKE EAST IF FIGHTING WITH ONE HAND TIED BEHIND OUR BACKS
WHILE I'M AT THE TABLE
THAT'S WHERE WEST IS AIMING FOR
IN THE END

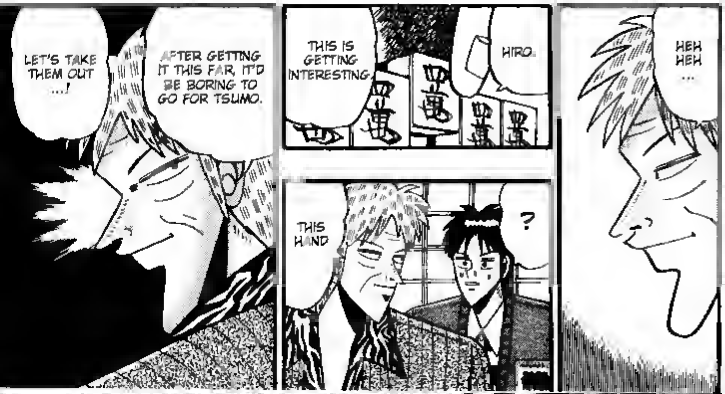
A QUIET STYLE OF PLAYING.
NOT DECLARING RIICHI.
IN THE ROUNDS I'M GONE FROM THE TABLE
WEST DOESN'T NEED TO BE CARELESS
THEY GO ON FULL DEFENSE.
OF AN ADVANTAGE LIKE THAT COMING UP
BECAUSE THERE'S A 50% CHANCE

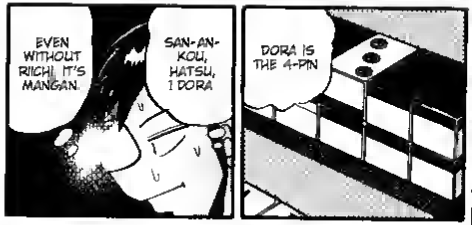
A DRAW.
16TH TURN
CLEAR ROUNDS OF ATTACK AND CLEAR ROUNDS OF DEFENSE.
IT'S EXACTLY LIKE ATTACK AND DEFENSE IN BASEBALL.

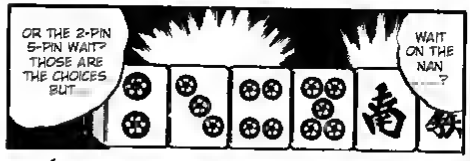
THE WINDS SHIFT AGAIN
THE ROUND PASSED... WEST'S CHII-TOI-TSU DIDN'T WORK OUT FOR THEM
THE GAME WAS ON THE 7TH HAN-CHAN
BY THE 6TH TURN COUNTING LAST ROUND
HIROYUKI WAS ON HIS 10TH DISCARD IN A ROW.
THIS ROUND
EAST 2ND ROUND
6TH TURN
LEAVING THE DIRECTION OF THIS GAME TO TEN AND AKAGI
ONE DISCARD FROM HERE AND IT WOULD BE DONE
THIS WAS HIS FINAL CHOICE
LEAVING THE TABLE...

SAN-AN-KOU TENPAI

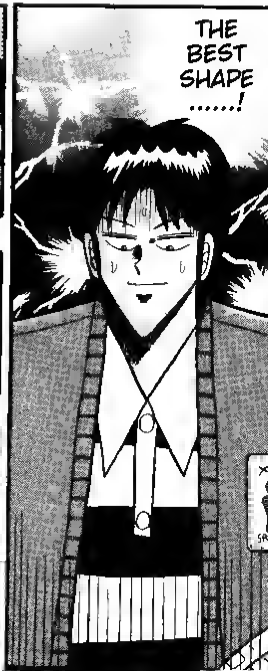



LET'S TAKE THEM OUT ...!
AFTER GETTING IT THIS FAR, IT'D BE BORING TO GO FOR TSUMO.
THIS IS GETTING INTERESTING.
HIRO.
THIS HAND
?
HEH HEH ...

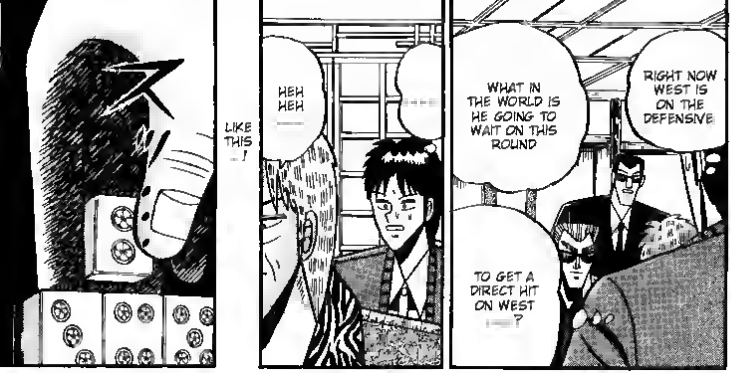




SO THE 2-PIN 5-PIN WAIT WHERE IT'S EASIER TO TSUMO?
THIS ROUND HAS TURNED INTO ONE WHERE WEST IS FOLDING AND A DIRECT HIT WILL BE TOUGH.



HEH HEH
WHH.?
WHH
TSUMO IS BARELY EFFECTIVE
IF THAT'S HOW WEST IS GOING TO PLAY IT
I'LL HAVE TO HIT THEIR POINTS HARD WITH A DIRECT STRIKE TO OPEN THEIR EYES
AFTER SO LONG
EVEN AFTER I THOUGHT IT WAS GOING TO TURN INTO A FLASHY CONFRONTATION
THEY KEEP ON RUNNING OFF AT THE HINT OF DANGER
HE MUST BE PLANNING TO WAIT A FEW TURNS AND CHANGE IT TO A SINGLE WAIT OR SOMETHING, BUT...
I CAN'T IMAGINE THAT WEST WOULD DISCARD THIS 2-PIN OR 5-PIN.....
IN THE END
WELL, THAT'D BE NICE
BUT.....
GETTING A HIT ON THEM IS THE MOST DIFFICULT THING TO DO
BUT REALLY


LIKE THIS...!
HEH HEH...
WHAT IN THE WORLD IS HE GOING TO WAIT ON THIS ROUND...
RIGHT NOW WEST IS ON THE DEFENSIVE
TO GET A DIRECT HIT ON WEST...?

RIICHI...!
THAT'S CRAZY...!
THA...
HUH...?

2-MAN OR 5-MAN...!?

AKAGI...
SO THEN, I DON'T UNDERSTAND WHAT HE'S DOING
IT'S MADNESS
IT WON'T REACH THE CRITICAL MANGAN
EVEN IF THE 2-MAN OR 5-MAN COMES FROM WEST
RICHI, HUH
WEST, UPON SEEING THIS RICHI
ざわ...
ざわ...

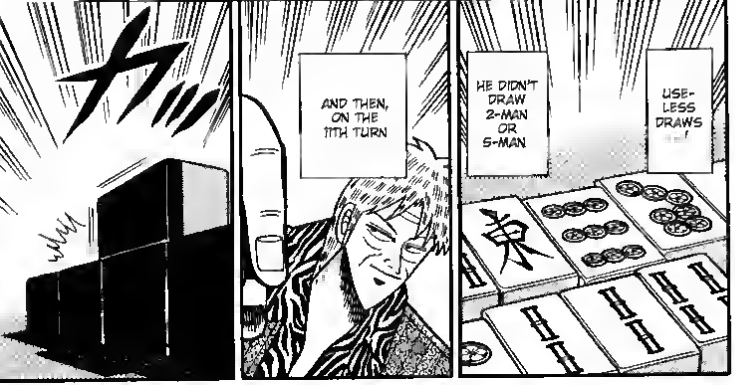
WHY...?
WHY...
A 2-MAN OR 5-MAN WAIT ...!?
STOPPING AT 6400.
NOW IT'S RICHI, HATSU, 1 DORA.
IT'LL BE GONE NOW, WON'T IT?
AFTER GOING TO THE TROUBLE OF MAKING SAN-AN-KOU
FIRST OF ALL
YOU WOULDN'T THINK THAT 2-MAN OR 5-MAN WOULD COME OUT THAT EASILY.

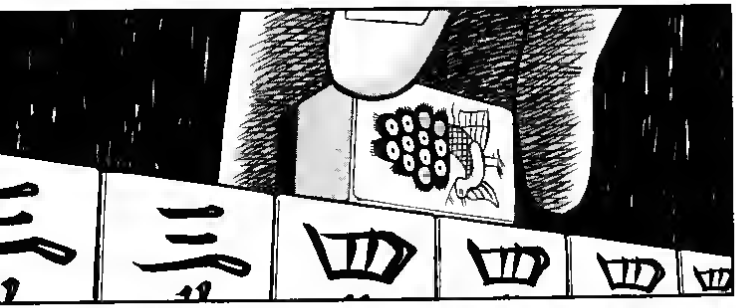
BUT WE CAN'T GET CARELESS.
BEFORE HE CAN TSUMO... I WANT TO GET A WIN BUT...
IF I CAN

PLAYING TO FOLD
PLAYED A SERIES OF TILES ALREADY OUT AND SAFE TILES...
BUT ALSO SOGA
NOT ONLY HARADA
I'LL GO AROUND HIM

THIS ROUND WEST IS BASICALLY IN DEFENSE
I CAN SEE WHAT'S GOING ON

WITH THAT IN MIND, ON THE 8TH, 9TH, 10TH TURNS
WEST WON'T DEAL IN
IT'S HOPE-LESS.
THE THING THEY'RE WATCHING OUT FOR THE MOST.
WEST WON'T DISCARD THOSE TILES
NOT SEEING 3-MAN OR 4-MAN OUT ON THE TABLE, THE 2-5 SUJI IS

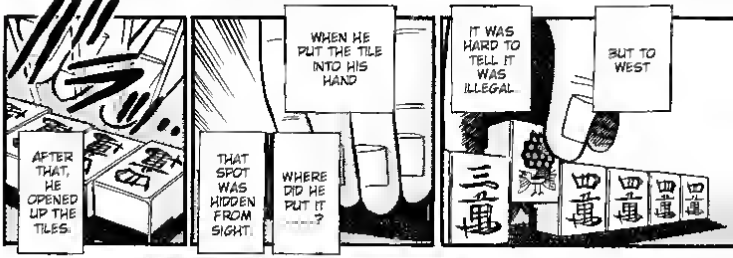

AND THEN, ON THE 11TH TURN
HE DIDN'T DRAW 2-MAN OR 5-MAN
USE-LESS DRAWS!
東

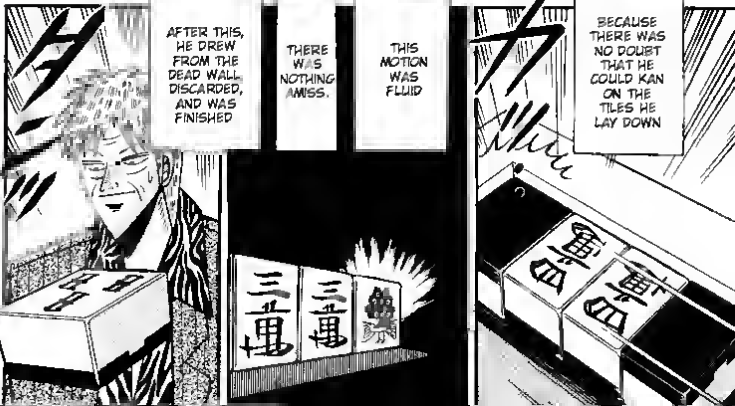


KAN...!
HEH HEH...

HUH...?

AKAGI'S ILLEGAL KAN...!


AFTER THAT, HE OPENED UP THE TILES.
THAT SPOT WAS HIDDEN FROM SIGHT.
WHEN HE PUT THE TILE INTO HIS HAND
WHERE DID HE PUT IT.....?
IT WAS HARD TO TELL IT WAS ILLEGAL
BUT TO WEST


AFTER THIS, HE DREW FROM THE DEAD WALL, DISCARDED, AND WAS FINISHED
THERE WAS NOTHING AMISS.
THIS MOTION WAS FLUID
BECAUSE THERE WAS NO DOUBT THAT HE COULD KAN ON THE TILES HE LAY DOWN

TURNED INTO A SINGLE WAIT ON THE 1-SOU
IN A SPLIT SECOND
THIS 2-MAN, 5-MAN WAIT
NEXT TURN
HARADA
HE'S FEARLESS
WHAT AN IDEA...
THAT'S CRAZY.
ざわ・・・
I'VE GOT DORA AND KAN-DORA IN MY HAND TOO...
THE PEI IS A SAFE TILE BUT
IF IT COMES OUT, IT'LL BE HANEMAN
I DREW 4-PIN AND I'M IN TENPAI AGAIN.

NO PROBLEM .....
RIGHT AROUND HERE ...
SORRY, THAT'S THE ONE, HARADA.
HUH...?
HEH HEH...
URGH...!
HOW COULD HE...?
1-SOU .....?

パサ
パサ
パサ
GH...!
WHEN THE SNOW HAS FALLEN, THEY CAN EVEN TURN INTO A WHITE FOX
AFTER RICHI, WHEN THE LEAVES FALL FROM THE TREES, AMONG THOSE LEAVES
THAT'S CRAZY
パサ!!
IT'S LIKE THE FINE ART OF BEING STEALTHY
HARADA.
WELL

A SINGLE WAIT ON THE 1-SOU...!
NOBODY WOULD THINK THAT AFTER RIICHI HE COULD SET A TRAP IN THE DISCARDS.
THAT CRAFTY BASTARD HARADA WAS THINKING THE SAME.
BECAUSE HE WAS USING THE 2-SOU AND 4-SOU HE DREW AFTER RIICHI AS AN EFFECTIVE CAMOUFLAGE.
SURE, HARADA DIDN'T DODGE THIS 1-SOU WAIT.
A GOOD WAIT... HE SAID.
OF ALL THE THINGS TO SAY...
HEH HEH HEH
.....
THAT'S A PREREQUISITE OF THE GAME WE CALL MAHJONG
CAMOUFLAGE IS WHAT YOU DO BEFORE RIICHI
MADE HIS CAMOUFLAGE AFTER RIICHI
AKAGI SHIGERU
A BLADE COMING FROM OUTSIDE THOSE ASSUMP-TIONS.
AKAGI OVERTURNED THAT REQUIREMENT ITSELF
YEAH.
UH...
RIGHT, HIRO.
IT WAS A GOOD WAIT...
SO IT STOPS AT MANGAN.
NO URA-DORA
BUT...

A COMEBACK DISGUISE THAT WAS IMPOSSIBLE TO DEFEND AGAINST